Program Restart (won't clear memory): PGM position, turn off, hold down CASH button, power up. Enter clerk number.

SAM4S

SER-7000/7040

Program Manual

Double size charectors with PS2 keyboard use "INSERT"
Master clerk number 9999

Distributed By:

CRS, Inc.
(612) 781-3474
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V1.01

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THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY, AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. IT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS A COMPUTING DEVICE PURSUANT TO SUBPART J OF PART 15 OF FCC RULES WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT. OPERATIONS OF THE EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER, AT HIS OWN EXPENSE, WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

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ATTENTION

The product that you have purchased contains a rechargeable nickel-cadmium battery. This battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of the battery into the municipal waste system.

Check with your local solid waste officials for details concerning recycling options or proper disposal.

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Getting Started

About the S*ER-7000* Series

The S*ER-7000* Series is offered in two different versions:

- The S*ER-7000* features a flat 160-position keyboard with 107 NLU keys. Because it offers protection from spills, this keyboard works best in restaurants, food service shops, or convenience stores where food is served.
- The S*ER-7040* features a 90-position keyboard with traditional raised keys. In the standard configuration, the keyboard provides 15 NLU keys – it can be expanded to 40 NLU keys. The S*ER-7040* works best in retail stores, or shops where it is not necessary to place a large number of preset item keys on the keyboard.

This manual includes instructions for both models. The keyboard is the only significant difference between the two models. All other features are the same, unless otherwise noted.

Register Controls

Power On/Off

The power on/off toggle switch is located on the right side at the rear of the terminal.

Front View

By pushing on the bottom or top of the display, you can move the display to a different viewing angle.

Display Adjustments

In the **Reg** key lock position, press the **Page Up** key repetitively to increase contrast; press the **Page Down** key repetitively to reduce contrast.

Rear View

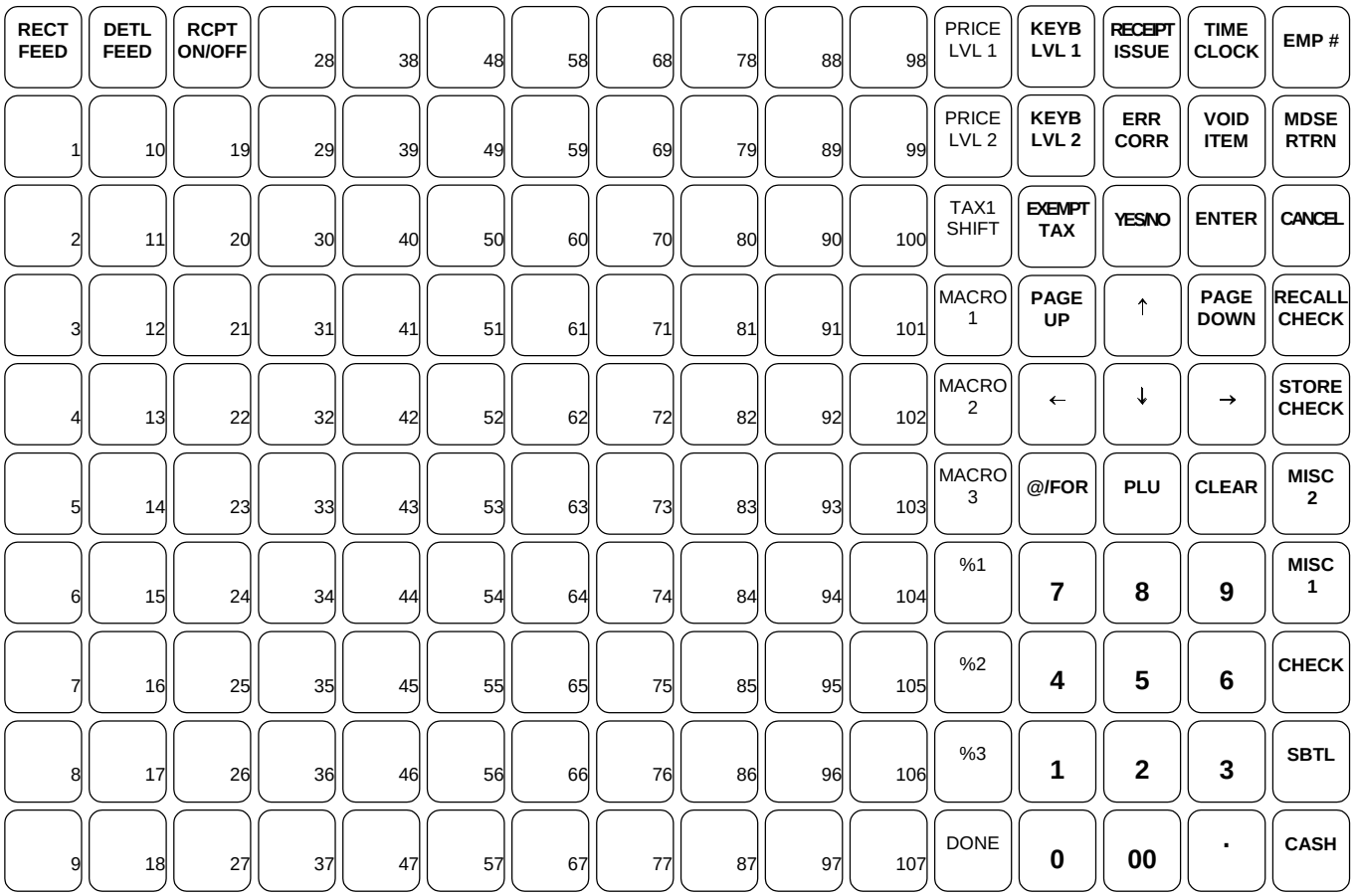
You can lift the rear display and rotate it for optimum viewing.

Navigating the *SER-7000*

This chapter explains the conventions used for displaying and entering information.

Review the information contained in this chapter before attempting to program your SER-7000.

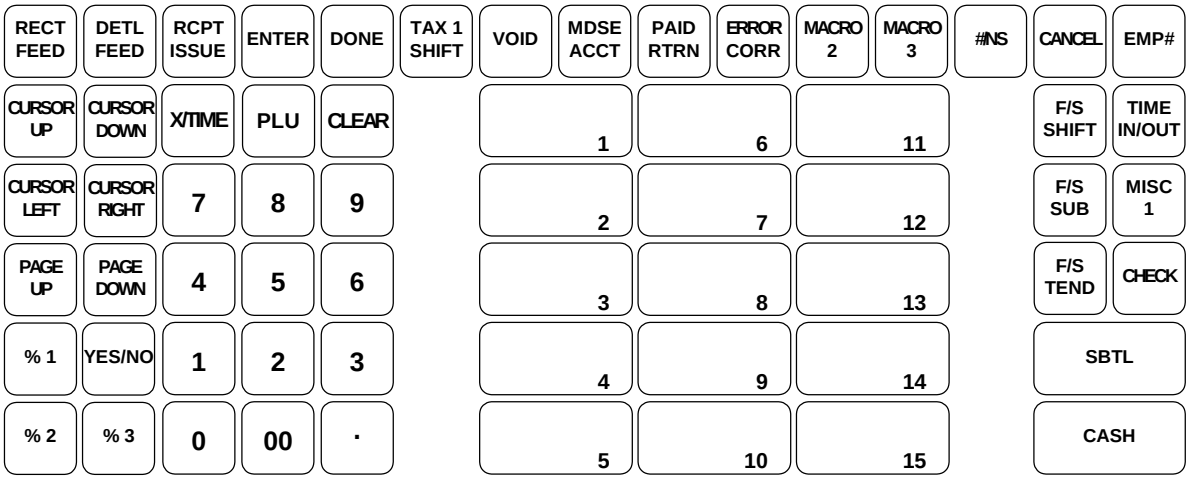
Default Keyboard – SER-7000



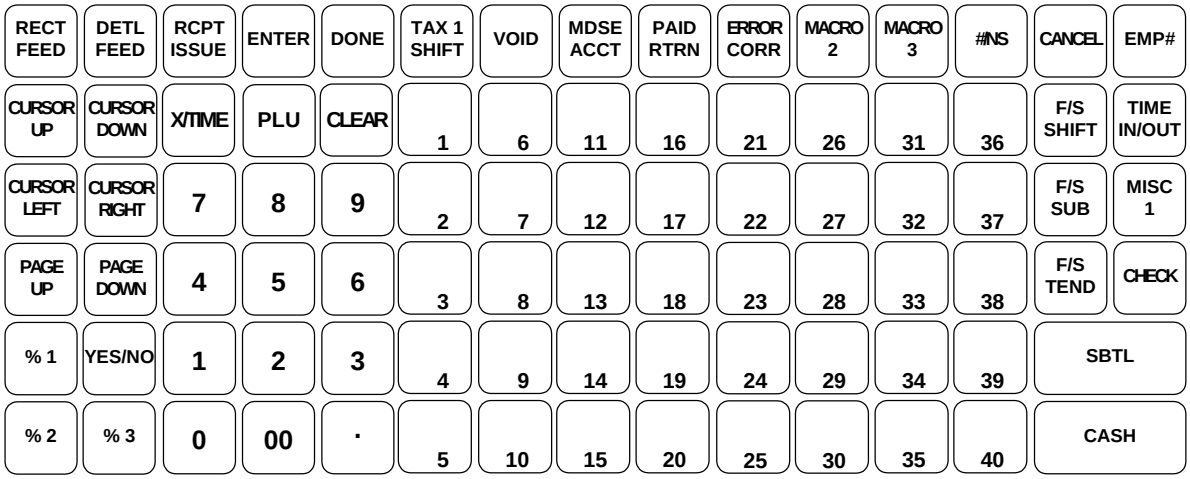
ER-7040 Keyboard – Default 15 NLU Configuration

The S*ER-7040* keyboard is shown below with the default legends and key assignments. This configuration has 15 keyboard NLU locations and can be expanded to 40 NLU locations.

Programmable key locations are shown with a bold border.



ER-7040 Keyboard – Expanded 40 NLU Configuration



Key Descriptions

Essential Function Keys

Because the *SAM4S SER-7000* keyboard is programmable, you can use the default keyboard, you can modify it, or you can design a keyboard that fits your exact needs.

In order to program and operate the *SAM4S SER-7000,* you must place all of the following keys on every keyboard:

- **Numeric Keys 0-9**
- **CLEAR**
- **Y/N**
- **ENTER**
- **Cursor Control Keys ↑ ↓ ← →**
- **PAGE UP/PAGE DOWN**
- **DONE**
- **@/FOR**
- **EMP#**

Notes: Moving essential keys is not advised. When programming an alpha field with the alpha overlay, the essential keys will shift back to their original position as part of the alpha overlay.

You cannot change the assignment of an essential key (i.e. numeric key, Y/N, cursor keys, ENTER, etc.) unless it is first located in a different position on the keyboard.

Many function keys have programming options. See "Function Key" programming in "P-Mode Programming" for individual function key programming options.

Function Key List

Key	Description
0 - 9, 00, 000 (Numeric Keys)	Used in all modes to enter numeric information such as prices or quantities.
ADD CHECK	Use to add multiple guest checks (tracking balances or soft checks) for payment together. See "TRAY SUBTL" on page 10 to add separate transactions when you are not tracking balances.
ALPHA TEXT	Use to type a name or message that will be associated with a soft check. Press the **ALPHA TEXT** key anytime after a check has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and press **ENTER**. The message is saved and printed/displayed with the order.

CANCEL	Press **CANCEL** to abort a transaction in progress. All current items are removed (voided).
CASH	Use **CASH** to finalize or tender cash sales. Change is computed when the amount of cash tendered is greater than the amount of the sale.
CHECK	Use **CHECK** to finalize or tender check sales. Change is computed when the amount of the check tendered is greater than the amount of the sale.
CHECK CASH	Use the **CHECK CASH** key to exchange a check for cash outside of a sale.
CHECK ENDORSE	If compulsory check endorsement is set with the **CHECK** key, use the **CHECK ENDORSE** key to print the endorsement message after a check is inserted into the appropriate printer.
CLEAR/ESC	Use the **CLEAR** function to clear numeric entries or error conditions. Use the **ESC** (escape) function to exit program screens and return to the previous menu or screen.
CONTINUE	Use to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.
CURR. CONV. 1-5	Use to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing a **CURR CONV** key. Change is calculated and issued in home currency.
CURSOR CONTROL KEYS (↑↓←→)	1. On menu screens, press the up or down keys to move the cursor to the menu item you wish to select. 2. On program screens, press the cursor control keys (up, down, left, right) to move the cursor (highlighted field) to the field you wish to edit. 3. On program screens, use the cursor keys to finalize your entry in the current field and move the cursor to the next field. 4. On operation screens, press the up or down cursor keys to select a main item that has been registered in the current transaction. The last item entered is automatically selected.
DECIMAL (.)	Use the decimal key to enter fractional rates or percentages. Do not use to enter amounts; the decimal is automatically inserted in the proper position.
DONE	Press the **DONE** key to exit a WLU, or to execute a report after all report options have been selected.
DRIVE THRU	**DRIVE THRU** is a subtotal key. Press **DRIVE THRU** to record the amount of the transaction in the drive thru total on the financial report. Tax calculation can be changed to accommodate different tax rules for drive thru sales.
EAT-IN	**EAT-IN** is a subtotal key. Press **EAT-IN** to record the amount of the transaction in the eat-in total on the financial report. Tax calculation can be changed to accommodate different tax rules for eat-in sales. Sales cannot be split between eat-in and take-out.
EMPLOYEE	The **EMPLOYEE #** key is used to sign on a cashier, clerk, server or employee who is clocking in or out.
EMPLOYEE (1-10)	The **EMPLOYEE (1-10)** keys can be programmed to sign on a specific employee when pressed directly, without entering a code.

ENTER	When programming or selecting from window look-ups, press **ENTER** to enter data into a field with the cursor remaining in the field.
ERR.CORR	Press **ERR CORR** immediately after an item to void that item.
FD STMP SHIFT	Press **FD STMP SHIFT** to shift the pre-programmed food stamp status of an item prior to its registration.
FD STMP SUBTTL	Press **FD STMP SUBTTL** to display the total of food stamp eligible items registered in the current transaction.
FD STMP TEND	Press the **FD STMP TEND** key to tender Food Stamps after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than $1 may be applied to any cash balance or issued as cash change.
GUEST #	Use to record the number of guests served by a transaction. The entry may be compulsory. The entry appears on receipts and the kitchen printer/KVS.
HOLD	Use to identify an individual item, or an entire transaction so that the designated items will not print/display at the kitchen printer/KVS at the current finalization. Items designated as "hold" items will display on the screen with an "H".
INACTIVE	The **INACTIVE** function key can be re-used as many times as necessary to inactivate key locations.
KP ROUTING	The **KP ROUTING** key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN, TICKET POP UP or ITEM POP up operation. To operate, press the key at any time inside or outside of a transaction.
KEYBOARD LEVEL 1-5	Use to select one of the five keyboard levels.
LIST CHECK 1-4	Press **LIST CHECK** (for the appropriate tracking file) to display a list of all open soft checks in the file.
MACRO OFF, P, R, X, Z, VOID	Press the **MACRO OFF, P, R, X, Z,** or **VOID** key while programming a macro sequence to allow the macro to set the register in the indicated control lock position (without actually turning the control lock.)
MACRO PAUSE	Press the **MACRO PAUSE** key during macro programming to indicate a pause in the macro. A macro will stop when it reaches the pause, and then accept an operator key entry before continuing the macro sequence.
MACRO SET	Press the **MACRO SET** key to create a macro at any time without going through the P-mode macro program.
MACRO 1 - 40	Use to execute one of forty possible preprogrammed key sequences.
MACRO #	Use to execute one of the forty possible macros by entering the macro number and pressing the **MACRO #** key.
MDSE RETURN	Press the **MDSE RETURN** key to adjust items inside or outside of a transaction.

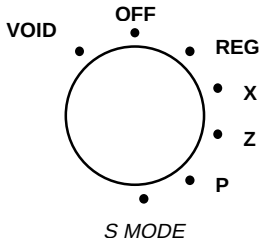
MISC TEND 1-16	Press a **MISC TEND** key to finalize or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon function key programming.
MISC TEND #	Access any of the 16 possible miscellaneous tender functions by entering the tender number (1-16) and pressing the **MISC TEND #** key.
MODIFIER 1-10	Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9).
NEXT RECORD	Use the **NEXT RECORD** key when programming areas with multiple records, i.e. PLUs, PLU Status Groups, Groups, Function Keys, WLUs, or Employees. Press the **NEXT RECORD** key from any field on the program screen and the next sequential record will display with the cursor in the same field position.
#/NO SALE	Use to enter a non-adding memo number during a transaction (# function) or use to open the cash drawer outside of a sale (no sale function).
NEXT DOLLAR	Press the **NEXT DOLLAR** key to tender an amount the next whole dollar above the sale total. For example, if the sale total is $2.52, then the **NEXT DOLLAR** key would automatically tender $3.00.
NOT FOUND PLU	Designed to be used in a scanning system, the **NOT FOUND PLU** key allows the operator to immediately enter basic PLU information for an item that is not in the PLU file. If the "Not Found PLU" message displays when a PLU is entered (or when an item is scanned) the operator can press the **NOT FOUND PLU** key and will be prompted to enter PLU price, descriptor and linking information. The item is registered immediately.
P/BAL	Enter an amount, and then press the Manual Previous Balance (**P/BAL**) key to use the simplest form of Charge Posting/Table Service. The **P/BAL** key may be used any time within a transaction. Transactions where the **P/BAL** key is used must be finalized with one of the **STORE CHECK** keys.
PAGE DOWN **PAGE UP**	When a transaction, menu or program contains more information than can be displayed on the screen at one time, press the **PAGE UP** or **PAGE DN** keys to shift your view of the information up or down. Note that the scroll indicators (▼, ▲, ▲▼) tell you whether there is more information above, below, or above and below your current view.
PAID OUT 1-5	Press a **PAID OUT** key to remove cash, check or miscellaneous media from the drawer.
PAID RECALL	The **PAID RECALL** key is used to recall last x number of transactions, starting with the last transaction finalized. (X is determined in memory allocation.) Once recalled, a transaction could be reviewed (using the cursor keys or **PAGE UP**/**PAGE DN**) and/or corrected as necessary. To exit the paid order view, press **DONE**.

PARK ORDER	Used in conjunction with a kitchen video system and the **SERVE ORDER** function key. Enter a number and press **PARK ORDER** to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the **SERVE ORDER** key.
%1 - %10	Ten discount keys (**%1 - %10**) are available to handle various kinds of discounts, markdowns and adjustments to items or transactions.
PLU	Enter the PLU code number and press **PLU** to register a PLU.
PREV. RECORD	Use the **PREV. RECORD** key when programming areas with multiple records, i.e. PLUs, PLU Status Groups, Groups, Function Keys, WLUs, or Employees. Press the **PREV. RECORD** field from any field on the program screen and the previous sequential record will display with the cursor in the same field position.
PRICE INQ	Press the **PRICE INQ** to display the PLU price without actually registering the PLU.
PRICE LVL 1-20	Press a **LEVEL** key prior to a PLU entry to shift the price of a PLU to a different price set in PLU programming.
PRINT	Press the **PRINT** function to send items that require special preparation to the kitchen printer (or KVS) before the sale is finalized. An item can be programmed as an auto grill item, requiring the **PRINT** key to be pressed every time the menu item is sold. This function does not affect normal kitchen printer/KVS routing.
PRINT ALL	First press the one of the **LIST CHECK** keys to display all the open soft checks in the tracking file. While the open checks are displayed, press the **PRINT ALL** key to print a copy all open checks.
PRINT CHECK	Prints the soft guest check (tracking file) that is currently displayed. The **PRINT CHECK** key may be programmed to store (service) the check automatically.
PRINT HOLD	Use to remove the "hold" designation from an item or order, so that the items and their instructions are now sent to the kitchen printer/KVS at finalization.
PROMO	Press the **PROMO** key to void the price (the item remains) of an item. Can be used for 2 for 1 promotions. A PROMO count is available for each menu item.
PRINT SCREEN	Press **PRINT SCREEN** to print a copy of the current screen on the designated receipt printer.
QUIT	Press **QUIT** to automatically sign off the current cashier/clerk.
RECEIPT ON/OFF	Press **RECEIPT ON/OFF** to toggle the receipt function from on to off. You must first have a receipt printer connected, identified to the register, and the print receipt automatically option (see General Printing Options) turned on.

RECALL CHECK # 1-4	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example: restaurant checks, call-in orders, delivery orders, and/or table balances. Press one of the four **RECALL CHECK #** keys directly to begin a tracking transaction, or enter the tracking number and press the **RECALL CHECK #** key to access the existing tracking balance.
RECD ACCT 1-5	Press a **RECD ACCT** key to add cash, check or miscellaneous media to the drawer.
RECEIPT	Press the **RECEIPT** key to issue a transaction receipt at the designated receipt printer.
REPEAT	Press the **REPEAT** key to quickly re-order a set of items. When a check is recalled, simply press the **REPEAT** key to automatically register all of the items registered at the previous posting.
SCALE	Press the **SCALE** key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension.
SEAT #	Use to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat, and identifies to the food preparation staff (through the kitchen printer/KVS) how to assemble meals. Seat numbers may be assigned at the time of entry or, if necessary, later in the transaction.
SERVE ORDER	Used in conjunction with a kitchen video system and the **PARK ORDER** function key. Enter a number and press **SERVE ORDER** to serve or bump the order from a video monitor. No video keypad is needed for this function.
SPLIT CHECK	Function key not in use with current feature set.
SPLIT PAY	Press the **SPLIT PAY** key to divide the amount of a guest check into equal segments for payment by more than one person.
STOCK INQ	Press the **STOCK INQ** key, and then enter (or scan) an item to view the stock status of the item. (The item must be a stock item to use this function.)
STORE CHECK 1-4	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example, restaurant checks, call-in orders, delivery orders, and/or table balances. Press one of the four **STORE CHECK #** keys to finalize a tracking transaction. (This function is equivalent to the *SERVICE* function.)
SUBTOTAL	Press **SUBTOTAL** to display the message "SUBTOTAL" on the display. Although a running total is always displayed on the bottom of the screen, the **SUBTOTAL** key may be required before some functions, such as subtotal discount.
TABLE # (1-4)	Use to enter the table number of the check. If a table number is entered, the **TABLE #** key can also be used to recall the check.

TAKE-OUT	**TAKE-OUT** is a subtotal key. Press **TAKE-OUT** to record the amount of the transaction in the take-out total on the financial report. Tax calculation can be changed to accommodate different tax rules for take-out sales. Sales cannot be split between eat-in and take-out.
TAX EXEMPT	The **TAX EXEMPT** can be preprogrammed to exempt specific taxes from a sale.
TAX SHIFT 1-6	Use to shift the preprogrammed tax status of an item. Press before an item entry to make taxable.
TIME IN/OUT	Press the **TIME IN**/**OUT** key to record start and stop work times for the registered employee. Hours worked are maintained by the time clock system.
TIP (1-3)	Use to enter a tip amount on a check.
TIP DECLARE	Use to declare employee tips if you are not using the employee time keeping feature. (If you are using employee time keeping, you are prompted to declare tips when clocking out.)
TRANSFER CHECK (1-4)	Use to transfer one or all open soft checks form one server to another server. A transfer check receipt will print.
TRAY SUBTL	Press the **TRAY SUBTL** key to finalize a transaction that will be paid later with subsequent transactions. See "ADD CHECK" on page 4 to add multiple soft checks for payment.
VALID	Press **VALID** to initiate a single line validation. (A printer with validation capability must be connected to the system and programmed appropriately.)
VOID ITEM	Press the **VOID ITEM** key to remove an item from a transaction. Locate the cursor on the item you wish to remove and press the **VOID ITEM** key.
WASTE	Used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.
WLU	Use to access a WLU by entering the numeric WLU number and pressing the **WLU** key.
X/TIME	Use the **X/TIME** key to multiply, to register split price items, or display the time in the REG mode.
Y/N	When programming, press **Y/N** to toggle a selection from yes to no or no to yes.

Control Lock



VOID	Use to void (correct) items outside of a sale.
OFF	The register is inoperable.
REG	(Register) use for normal registrations.
X	Use to read register reports and perform other manager functions.
Z	Use to read register reports and reset totals to zero.
P	(Program) Use to program the register.
S MODE	Use for tests and special settings. This position is not marked on the control lock.

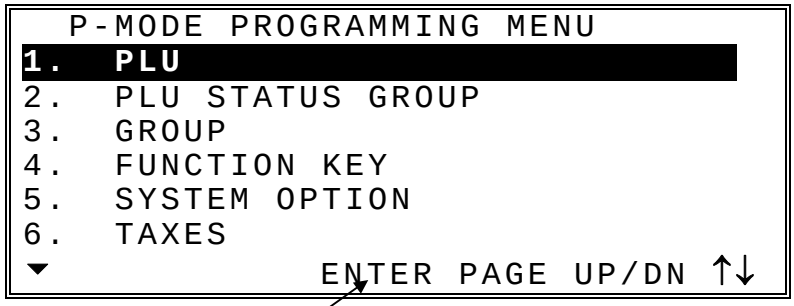
The *SER-7000* includes two sets of keys that can be used to access the following control lock positions.

Key	Positions Accessible
VOID	VOID, OFF, REG, X
X	OFF, REG, X
Z	OFF, REG, X, Z
PGM	VOID, OFF, REG, X, Z, PGM
C	ALL POSITIONS

Key Prompting

While you are programming the *SER-7000*, the bottom line of the screen displays the keys that you are allowed to use next. (These prompts do not display on the operator screen in the **REG** control lock position, or in manager operations.)

For example, turn the key to the **P** position to view the P-MODE PROGRAMMING MENU:

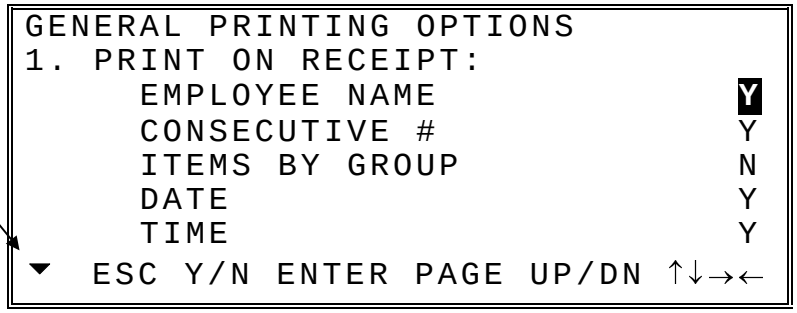


Function keys that you are allowed to use are displayed at the bottom of the screen.

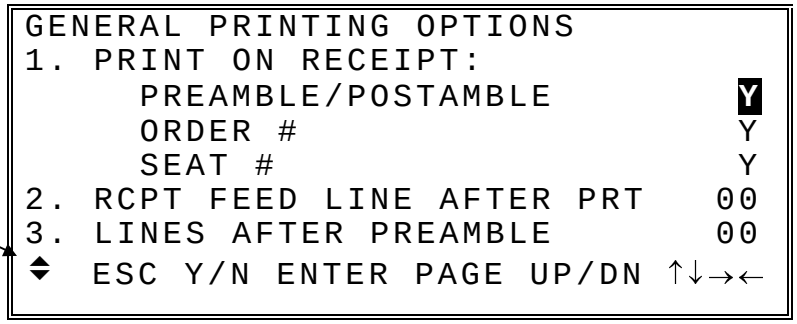
Page Up and Page Down

The scroll indicators tell you if the area in which you are working (in this case, General Printing Options Programming area) contains more information than can be displayed at one time.

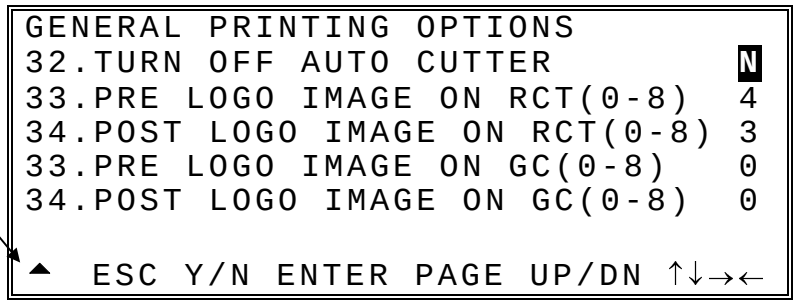
Arrow down indicates more information below. Press **PAGE DN** to view the information below what is currently displayed.



Arrow up and down indicates more information above and below. Press **PAGE DN** to view the information below what is currently displayed. Press **PAGE UP** to view the information above what is currently displayed.


GENERAL PRINTING OPTIONS
1. PRINT ON RECEIPT:
PREAMBLE/POSTAMBLE Y
ORDER # Y
SEAT # Y
2. RCPT FEED LINE AFTER PRT 00
3. LINES AFTER PREAMBLE 00
ESC Y/N ENTER PAGE UP/DN ↑↓→←

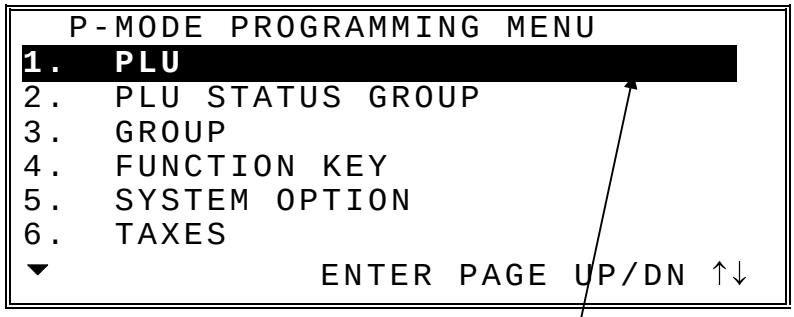
Arrow up indicates more information above. Press **PAGE UP** to view the information above what is currently displayed.


GENERAL PRINTING OPTIONS
32.TURN OFF AUTO CUTTER N
33.PRE LOGO IMAGE ON RCT(0-8) 4
34.POST LOGO IMAGE ON RCT(0-8) 3
33.PRE LOGO IMAGE ON GC(0-8) 0
34.POST LOGO IMAGE ON GC(0-8) 0
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Choosing Items from Menus

Choose an item from the menu in one of two ways:

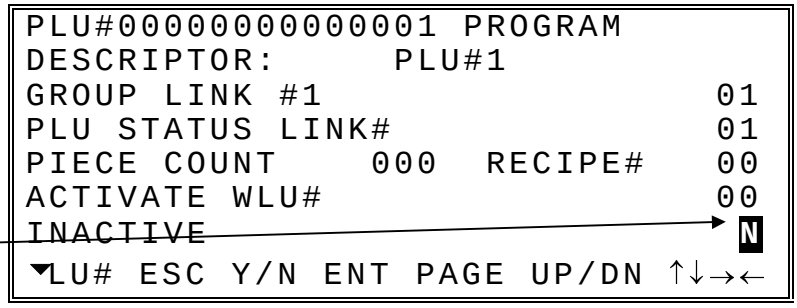
1. Type the number for your choice and press **ENTER**.
2. Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

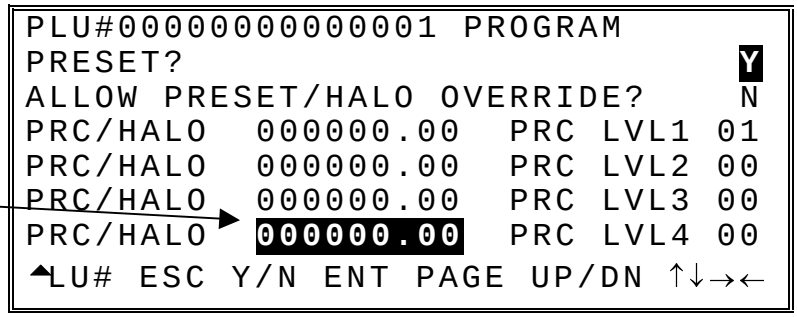


The cursor automatically selects the first item when the menu screen is first opened.

Selecting and Filling Fields

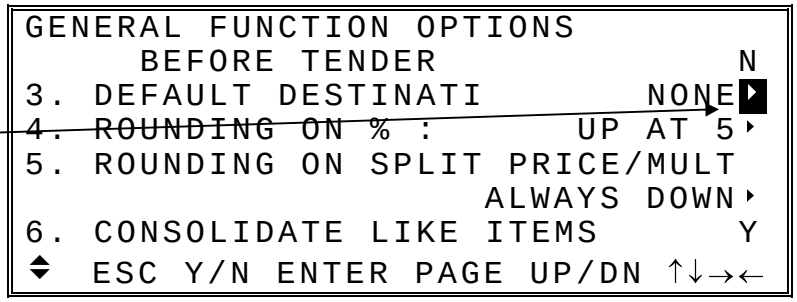
1. Press the ↑ or ↓ key to select the field above or below the current cursor position.
2. For yes/no fields, press the **Y/N** key to toggle from yes to no.
3. For fields that accept numeric values, type the appropriate value using numeric keys. Values that are not allowed will not be accepted
4. Press **ENTER** to accept the new entry or press ↓ to accept the entry and advance to the next field.



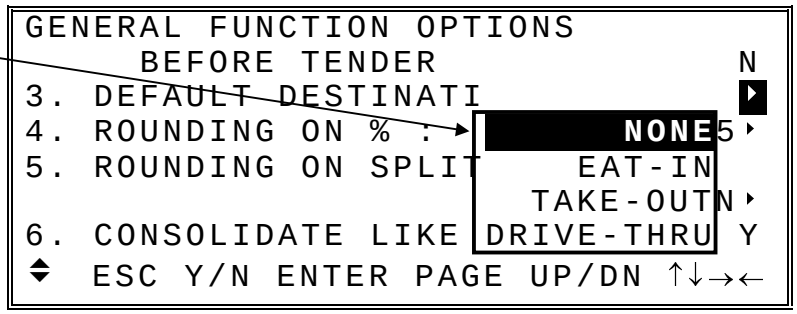

PLU#0000000000001 PROGRAM
PRESET? Y
ALLOW PRESET/HALO OVERRIDE? N
PRC/HALO 000000.00 PRC LVL1 01
PRC/HALO 000000.00 PRC LVL2 00
PRC/HALO 000000.00 PRC LVL3 00
PRC/HALO 000000.00 PRC LVL4 00
LU# ESC Y/N ENT PAGE UP/DN ↑↓→←

Opening Pop-up Selection Windows

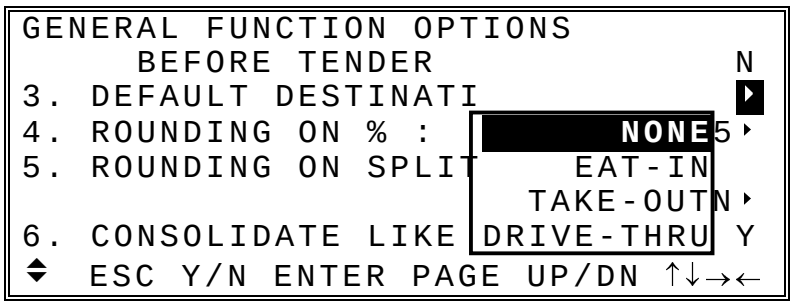
1. The arrow indicates the selections for this field are made from a pop-up window.


GENERAL FUNCTION OPTIONS
BEFORE TENDER N
3. DEFAULT DESTINATI NONE
4. ROUNDING ON % : UP AT 5
5. ROUNDING ON SPLIT PRICE/MULT
ALWAYS DOWN
6. CONSOLIDATE LIKE ITEMS Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

2. With the field selected and the cursor on the arrow, press **ENTER**. A pop-up window displays with the selections for the field listed.



3. Press the ↑ or ↓ keys to make your choice, then press **ENTER** to close the pop-up window. Your new choice is displayed.



Entering Alpha Characters

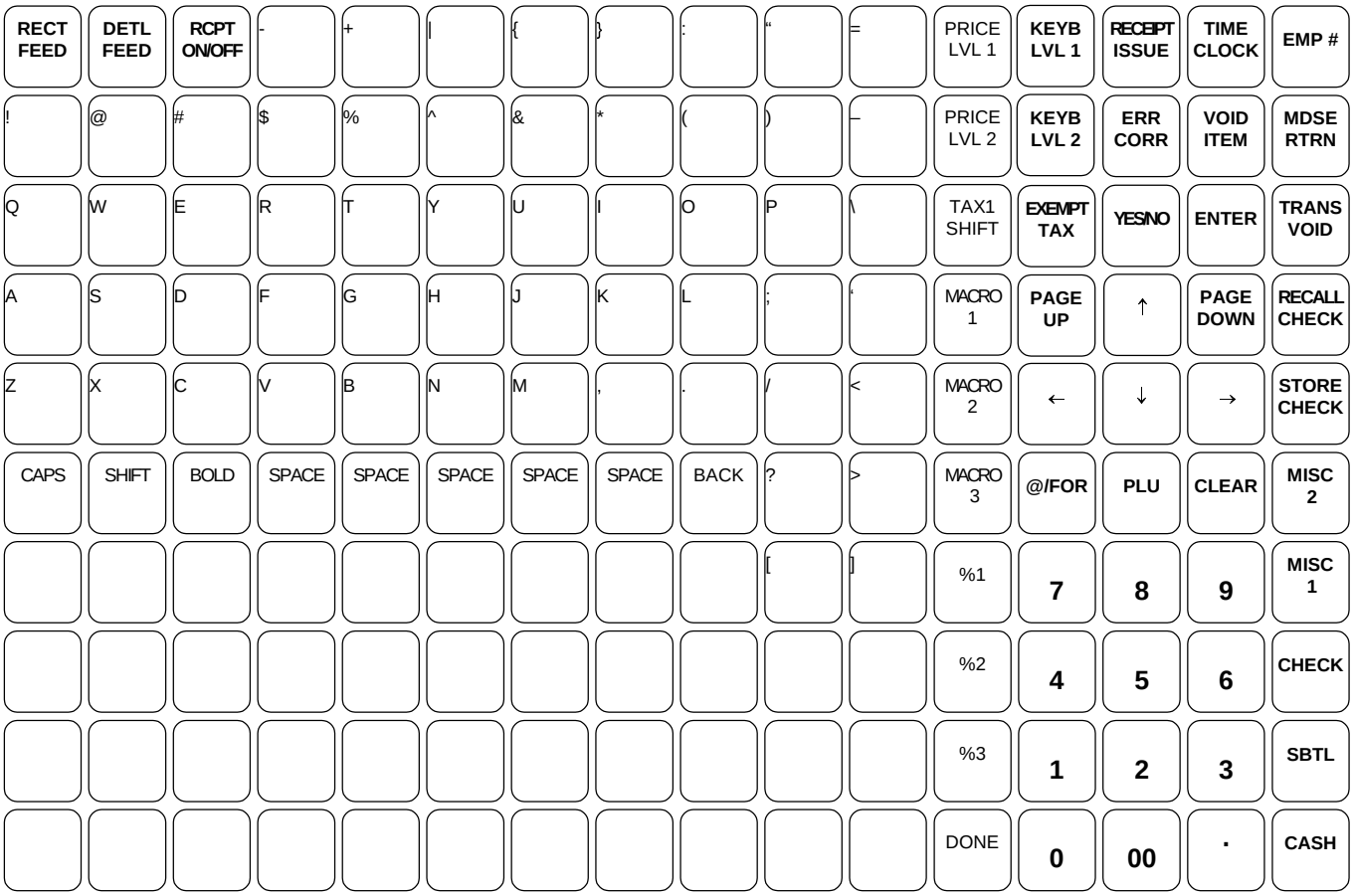
You have the option of using the Alpha Keyboard Overlay to enter descriptors (the default method) or you can enter descriptors by entering a three-digit code for each character. See "General Function Options" in P-Mode Programming to select the method you wish to enter descriptors.

PS/2 Keyboard

A third option is to connect a PC keyboard to the standard PS/2 connector on the connection panel. With a PS/2 keyboard connected, you can complete all programming tasks. Use the Space Bar to toggle from *yes* to *no* at Y/N fields. The commands: Page Up/Page Down, Cursor Keys, and Enter can be used on either the terminal or PC keyboard.

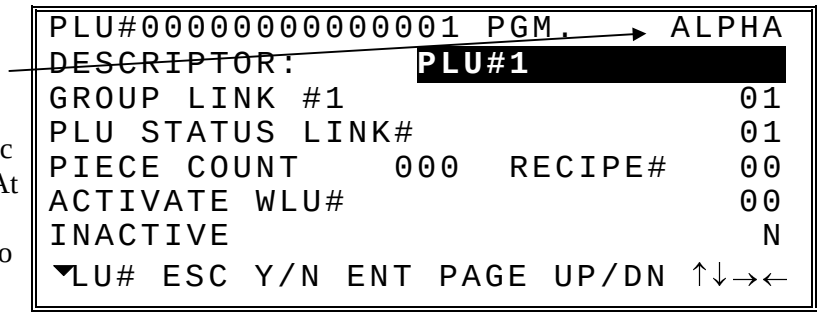
Alpha Overlay

The key layout of the Alpha Keyboard Overlay is shown below:



Entering Descriptors with the Alpha Overlay

1. The indicator "ALPHA" displays when a field that accepts alphanumeric entries is selected. At this time, the keyboard is shifted to the alpha keyboard overlay.



2. Type a new descriptor using the typewriter style keyboard on the alpha overlay. If you make a mistake*:*
   - Press **ESC** and the original descriptor will be displayed again, or
   - Press **BACK** to remove the previous character.
3. Press **ENTER** to finalize the new descriptor, or press ↓ to finalize the new descriptor and move the cursor to the next field

Alpha Code Chart for Alpha Entry by Code Number

CHAR	•	¾	©	“fs”	“tx”	®	↑	↓	→	←
CODE	007	008	009	011	020	021	024	025	026	027
CHAR	SPACE	!	"	#	$	%	&	'	(	)
CODE	032	033	034	035	036	037	038	039	040	041
CHAR	*	+	,	-	.	/	0	1	2	3
CODE	042	043	044	045	046	047	048	049	050	051
CHAR	4	5	6	7	8	9	:	;	<	=
CODE	052	053	054	055	056	057	058	059	060	061
CHAR	>	?	@	A	B	C	D	E	F	G
CODE	062	063	064	065	066	067	068	069	070	071
CHAR	H	I	J	K	L	M	N	O	P	Q
CODE	072	073	074	075	076	077	078	079	080	081
CHAR	R	S	T	U	V	W	X	Y	Z	[
CODE	082	083	084	085	086	087	088	089	090	091
CHAR	\	]	^	_	`	a	b	c	d	e
CODE	092	093	094	095	096	097	098	099	100	101
CHAR	f	g	h	I	j	k	l	m	n	o
CODE	102	103	104	105	106	107	108	109	110	111
CHAR	p	q	r	s	t	u	v	w	x	y
CODE	112	113	114	115	116	117	118	119	120	121
CHAR	z	{	|	}	~		Ç	ü	é	â
CODE	122	123	124	125	126	127	128	129	130	131
CHAR	ä	à	å	ç	ê	ë	è	ï	î	ì
CODE	132	133	134	135	136	137	138	139	140	141
CHAR	Ä	Å	É	æ	Æ	ô	ö	ò	û	ù
CODE	142	143	144	145	146	147	148	149	150	151
CHAR	ÿ	Ö	Ü	¢	£	¥	ö	ƒ	á	í
CODE	152	153	154	155	156	157	158	159	160	161
CHAR	ó	ú	ñ	Ñ			¿			½
CODE	162	163	164	165	166	167	168	169	170	171
CHAR	¼	α	ß	u	ø					
CODE	172	224	225	230	237					
CHAR			Double							
CODE			999							

Initial Clear

CAUTION: Do not share this information with unauthorized users. Distribute the special S-Mode key only to those you may want to perform this function.

The initial clear function allows you to exit any register activity and return to a beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

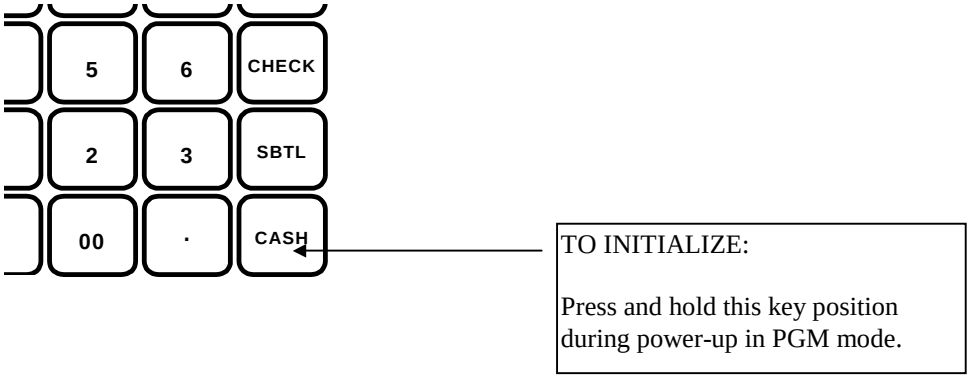
Here are some reasons you may want to perform an initial clear:

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- You have performed a function that includes a compulsory activity, such as validating or printing, and you wish to bypass the compulsory activity.
- An initial clear may be necessary as part of servicing, or troubleshooting an SER-7000 register or system.

Perform this procedure only as necessary. Contact your SAM4S dealer first if you have questions about operating or programming your SER-7000.

To Perform an Initial Clear:

1. Turn the power switch located on the right side of the register to the OFF position.
2. Turn the control lock to the **PGM** position.
3. Press and hold the key position where the **CASH** key is located on the default keyboard layout.
4. While continuing to hold the **CASH** key, turn the power switch to the ON position.
5. The message "SIGN ON REQUIRED" will display when the initial clear is complete.



S-Mode Programming

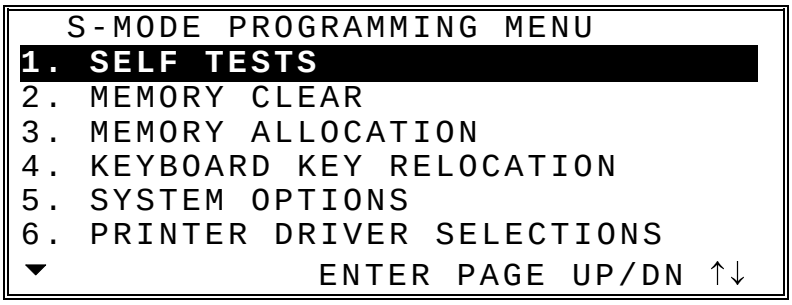
S- Mode Programming Menu

CAUTION:
S-Mode functions are reserved for dealers who set-up and service your SER-7000 system. The user will normally perform no S-Mode functions.

The procedures described in this area are security sensitive. Many S-Mode functions, including memory clearing and memory allocation, may cause damage or loss if they are performed without first backing up register data.

A special S-Mode key secures S-Mode. The S-Mode key position is located in an unmarked position, one position clockwise from the PGM control lock position. Distribute the special S-Mode key only to those you may want to perform these functions.

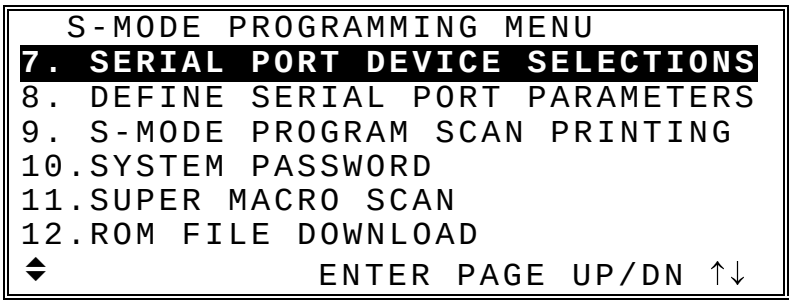
1. Turn the key to the **S** position.

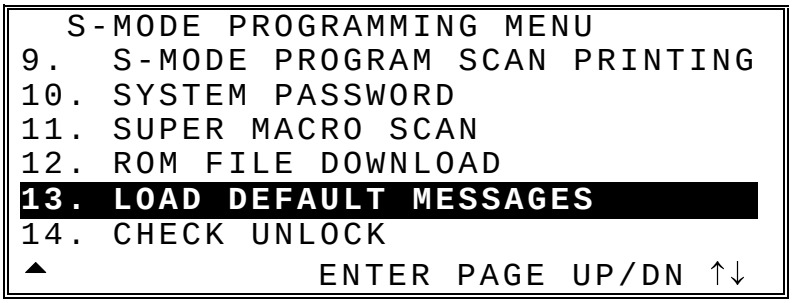


2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor and press **ENTER**.





Self Tests

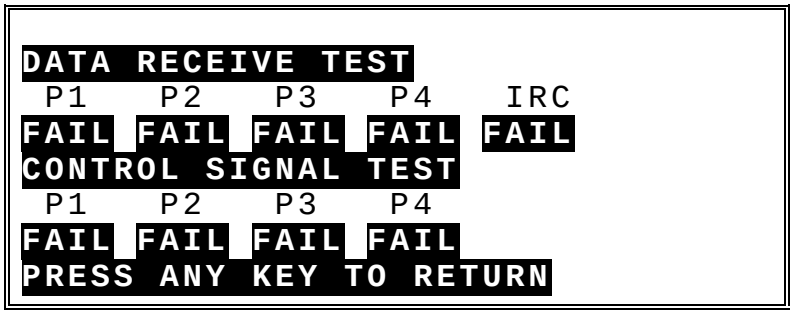
1. Select SELF TEST from the S-MODE PROGRAMMING MENU to display the H/W TEST Screen.
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**, or

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

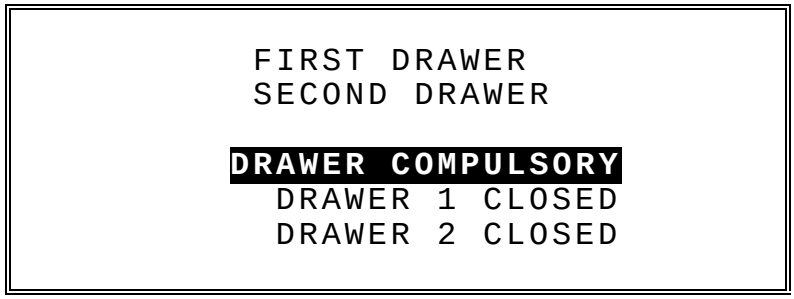
Serial & IRC Loopback Test

1. Select SERIAL & IRC LOOPBACK from the H/W TEST MENU.
2. Power off the register and install a loop back connector at the port(s) you wish to test.
3. The display will indicate PASS/FAIL for each port. Refer to "Loop Back Connections" in the "Appendix" for information about making a loop back test connector.
4. Press any key to return to the H/W TEST MENU.


DATA RECEIVE TEST
P1 P2 P3 P4 IRC
FAIL FAIL FAIL FAIL FAIL
CONTROL SIGNAL TEST
P1 P2 P3 P4
FAIL FAIL FAIL FAIL
PRESS ANY KEY TO RETURN

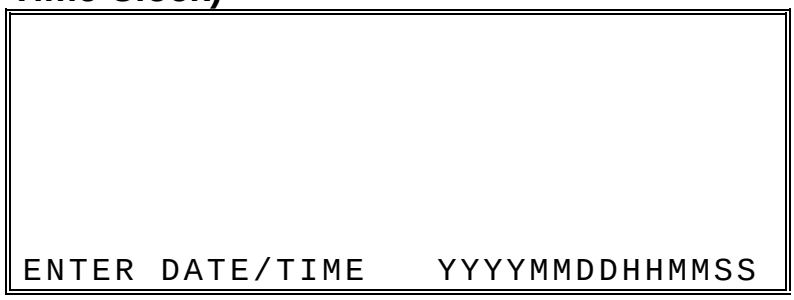
Drawer Test

1. Select DRAWER from the H/W TEST MENU.
2. Power off the register and install a drawer at the ports you wish to test.
3. The screen will display "FIRST DRAWER" and "SECOND DRAWER" in sequence. Each connected drawer should open as it is displayed.
4. Press any key to return to the H/W TEST MENU.



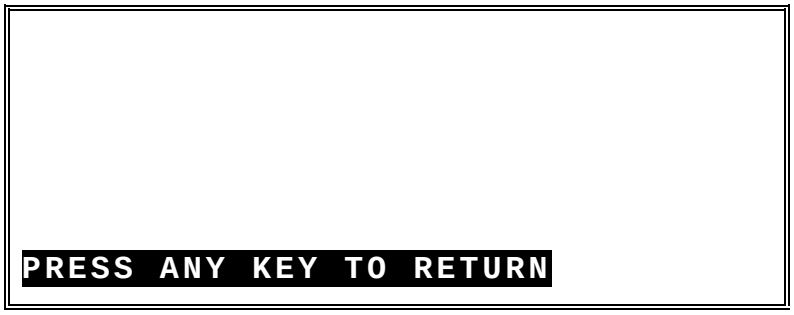
RTC Setting (Real Time Clock)

1. Select RTC SETTING from the H/W TEST MENU to set the system clock and calendar.
2. Type the current year/month/day/ hour/minute /second, press **ENTER**.
3. Press any key to return to the H/W TEST MENU.



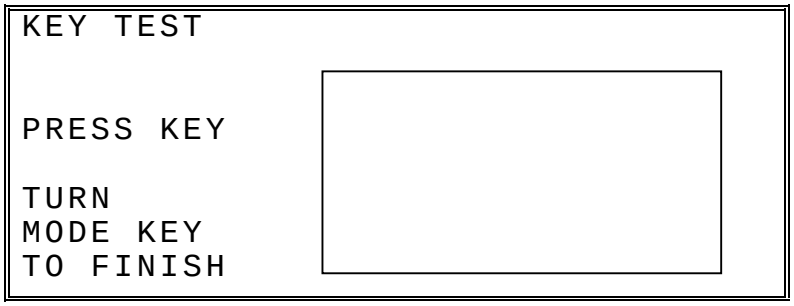
Display Test

1. Select DISPLAY from the H/W TEST MENU to begin the display test.
2. At the completion of the display exercise, the message "Rear LCD Test" will display.
3. Press any key to return to the H/W TEST MENU.



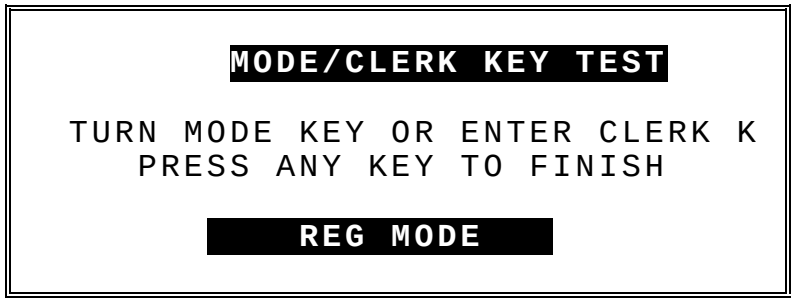
Keyboard Test

1. Select KEYBOARD from the H/W TEST MENU to display the KEY TEST screen.
2. Each key is depicted at a square on the keyboard. Press any key; the key will be indicated on the display.
3. Turn the MODE key to exit and return to the H/W TEST MENU.



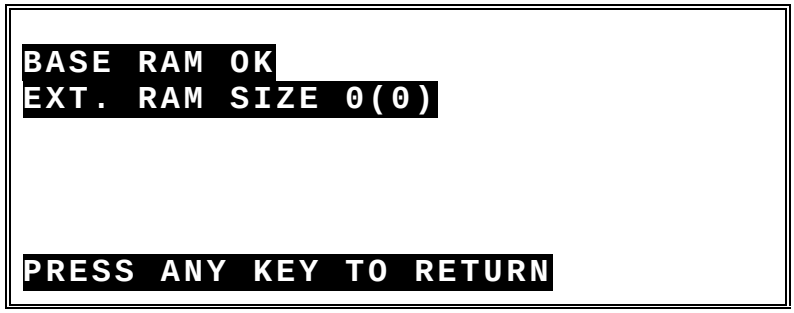
Mode & Clerk Key Test

1. Select MODE/CLERK KEY TEST from the H/W TEST MENU to begin the mode/clerk key test.
2. Turn the mode key; the display indicates the current key position.
3. Press any key to return to the H/W TEST MENU.



RAM Test

1. Select RAM from the H/W TEST MENU to begin the RAM test.
2. The display monitors the progress of the test.
3. At the completion of the RAM test, the message "BASE RAM OK" will display if there are no RAM problems.
4. Press any key to return to the H/W TEST MENU.

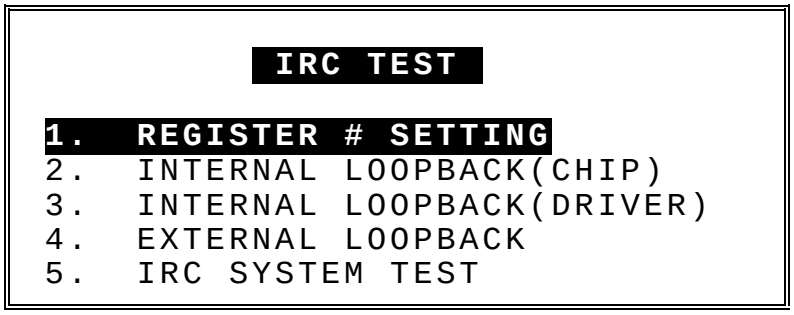


NOTE: This test is non-destructive. Performing this test will not affect the current program or totals.

IRC Test

1. Select IRC from the H/W TEST MENU to display the IRC TEST menu.
2. Select "1. Register # Setting" to enter the IRC register number (1-32).

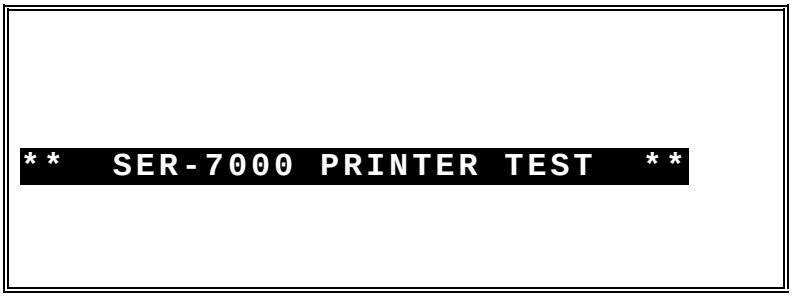
   Select 2 - 5 for a specific test. Refer to the table below for an explanation of each test.
3. Press any key to end the test and return to the IRC TEST menu.



#	TEST	Notes
2	**INTERNAL LOOPBACK (CHIP)**	Tests the internal IRC integrated circuit. Test runs continuously counting success (S) and failure (F).
3	**INTERNAL LOOKBACK (DRIVER)"**	Tests the internal IRC driver. Test runs continuously counting success (S) and failure (F).
4	**EXTERNAL LOOPBACK**	This test requires a loopback connector. Test runs continuously counting success (S) and failure (F).
5	**IRC SYSTEM TEST**	Test sends packet to each register in the range input. Test runs continuously counting success (S) and failure (F).

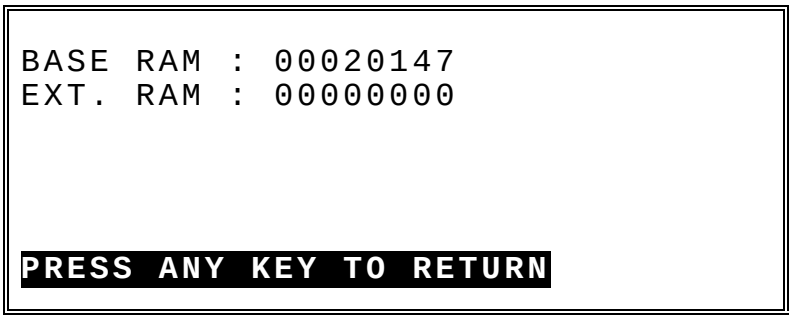
Printer Test

1. Select PRINTER from the H/W TEST MENU to begin the printer test.
2. The printers will print test patterns continuously until the **CLEAR** key is pressed.
3. Press **ESC** to return to the H/W TEST MENU.



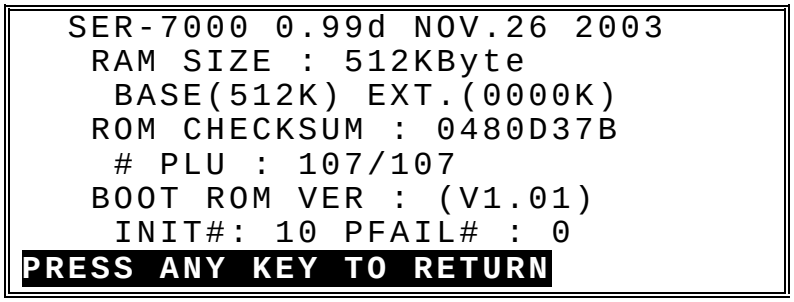
RAM Checksum

1. Select DISPLAY from the H/W TEST MENU to begin the display test.
2. The messages: "Calculating Base RAM checksum" and Calculating Ext. RAM checksum" will display momentarily before the RAM checksums display.
3. Press any key to return to the H/W TEST MENU.



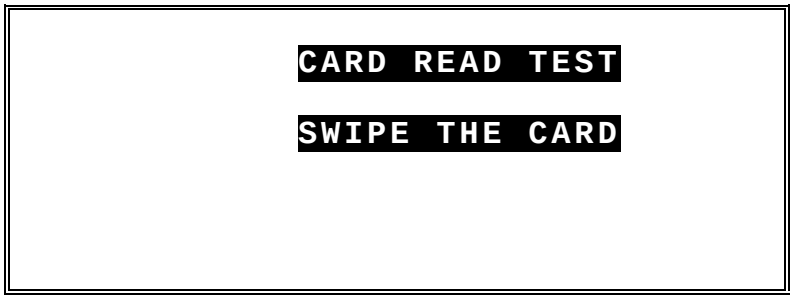
Version Check

1. Select VERSION CHECK from the H/W TEST MENU to display software version and RAM information.
2. The messages: "CALCULATING ROM CHECKSUM" will display momentarily before the version information and checksums display.
3. Press any key to return to the H/W TEST MENU.


SER-7000 0.99d NOV.26 2003
RAM SIZE : 512KByte
BASE(512K) EXT.(0000K)
ROM CHECKSUM : 0480D37B
PLU : 107/107
BOOT ROM VER : (V1.01)
INIT#: 10 PFAIL# : 0
PRESS ANY KEY TO RETURN

Card Read Test

1. Select CARD READ TEST from the H/W TEST MENU to test an optional credit card reader.
2. At the messages: "SWIPE THE CARD", swipe the card through the reader.
3. Press any key to return to the H/W TEST MENU.



Printer Status Check

1. Select PRINTER STATUS CHECK from the H/W TEST MENU to display printer status information.
2. Press any key to return to the H/W TEST MENU.

```
PRINTER STATUS CHECK
 COVER CLOSED
 AUTO-CUTTER O.K.
 J-PAPER PRESENT
 J-PAPER
 R-PAPER PRESENT
 R-PAPER
PRESS ANY KEY
```

Print Image Logo

1. Select PRINT IMAGE LOGO from the H/W TEST MENU to print the eight stored logo bitmap images.

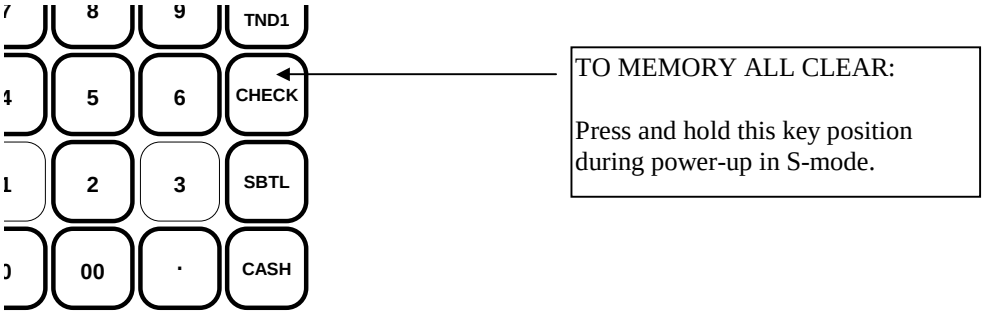
Memory Clear

CAUTION: The procedures described in this area are security sensitive. Clearing all or parts of the SER-7000 memory may cause damage or loss to the program. Do not share this information with unauthorized users and distribute the special S-Mode key only to those you may want to perform these functions.

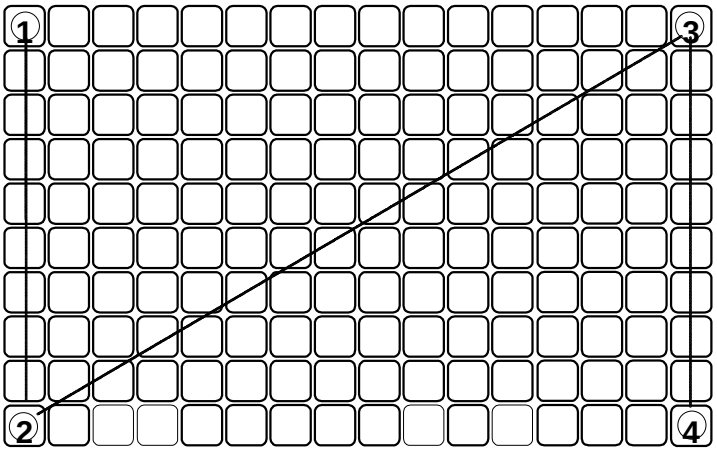
Memory All Clear

Complete clearing of all memory areas and installation of the default program can be done through the following special procedure:

1. Turn the power switch located on the right side of the register to the OFF position.
2. Turn the control lock to the unmarked position one position clockwise from the **PGM** position.
3. Press and hold the key position where the **CHECK** key is located on the default keyboard layout.



4. While continuing to hold the **CHECK** key while turning the power switch to the ON position.
5. Press the upper left key of the keyboard, then the lower left key, then the upper right key, and finally press the lower right key.



6. The display will monitor the memory clear process, which takes about 1 minute. When complete, press any key.

   - The display will prompt: “Enter Register Number (1-32)”. Type the register number on the numeric keypad and press **ENTER**.
   - The display will prompt: “Default Mem. Alloc.? [Y]”. Press the **Y/N** key to toggle from Y (yes) to N (no), then press **ENTER**.
   - The S-MODE PROGRAMMING MENU will display.

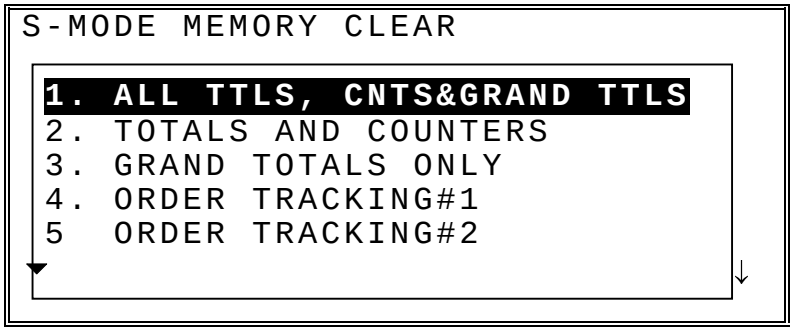
Selective Memory Clearing

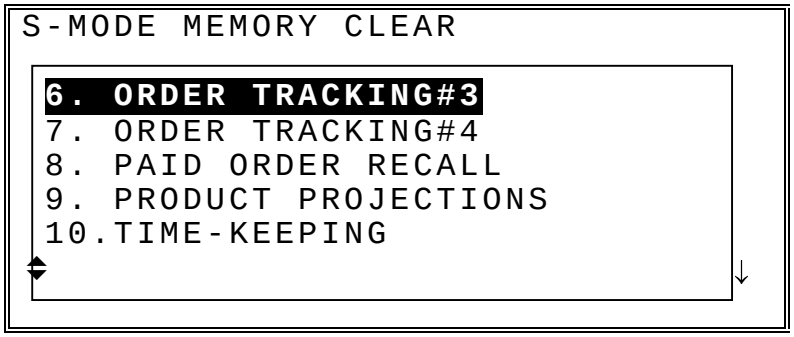
The Memory Clear selection allows you to selectively clear various areas of the SER-7000 memory.

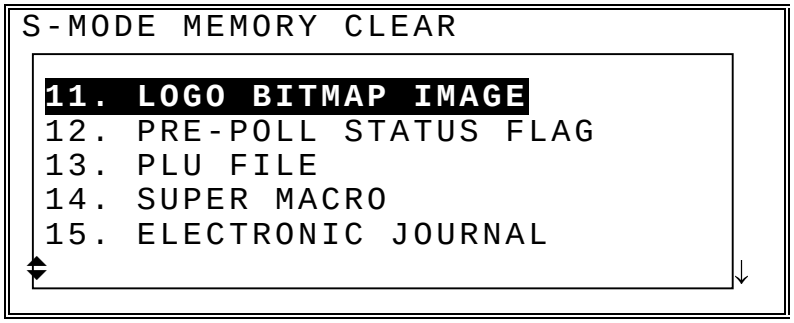
1. Select MEMORY CLEAR from the S-MODE PROGRAMMING MENU to display the S-MODE MEMORY CLEAR Screen.
2. Press **PAGE DN** to view additional allocation options, or press the ↑ or ↓ keys to locate the option you wish to set.
3. Choose an item from the menu in one of two ways:

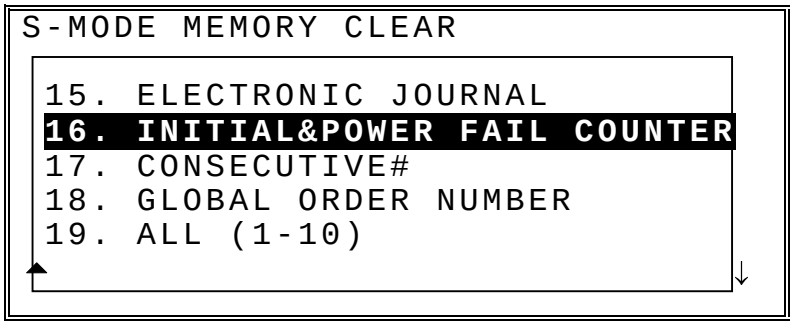
   Type the number for your choice and press **ENTER**.

   Press the ↑or ↓ keys to move the cursor to your choice and press **ENTER**.
4. The display will ask you to confirm your intentions to clear the memory area by asking CLEAR? [N]. Press the **Y/N** key once to change the selection to [Y], then press ENTER to complete the memory clear.





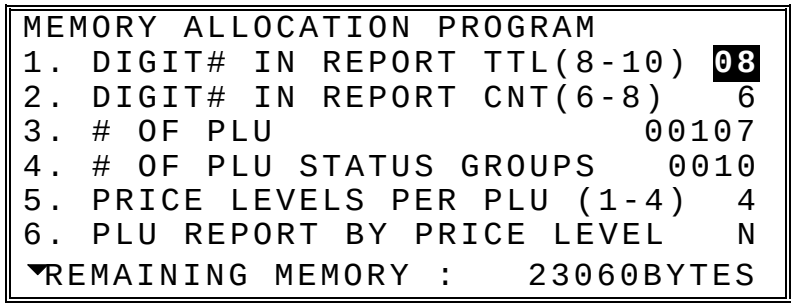




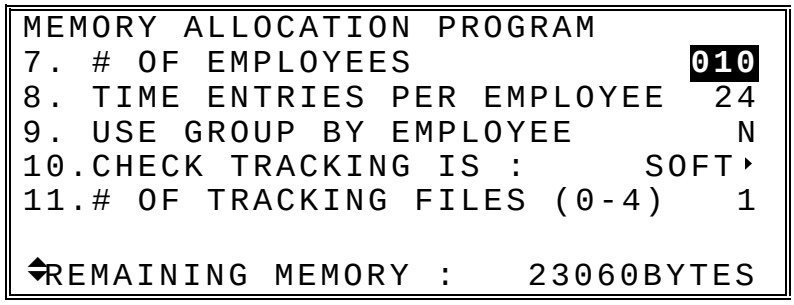
Memory Allocation

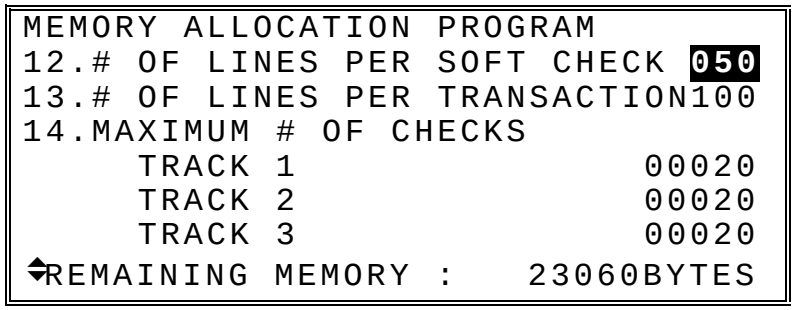
CAUTION: The procedures described in this area are security sensitive. Memory is automatically cleared after memory allocation is set. Do not change memory allocation after your system has been installed unless you are aware that all programs, totals and counters will be cleared. Do not share this information with unauthorized users and distribute the special S-Mode key only to those you may want to perform these functions.

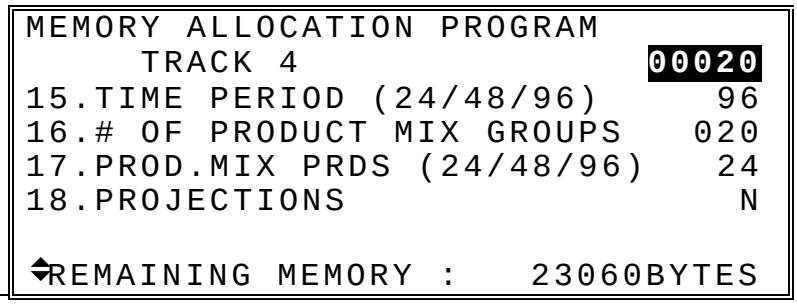
1. Select MEMORY ALLOCATION from the S-MODE PROGRAMMING MENU to display the MEMORY ALLOCATION PROGRAMMING Screen.

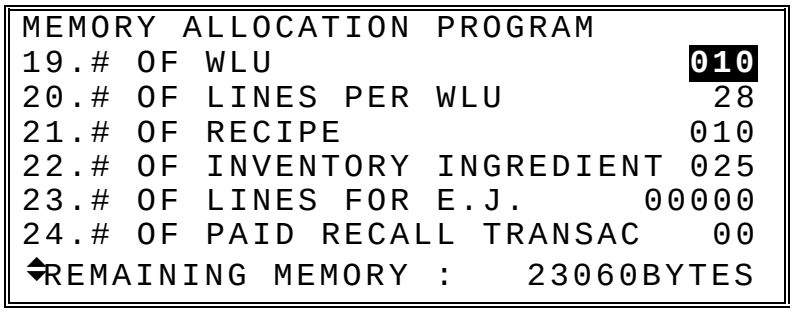

MEMORY ALLOCATION PROGRAM
1. DIGIT# IN REPORT TTL(8-10) 08
2. DIGIT# IN REPORT CNT(6-8) 6
3. # OF PLU 00107
4. # OF PLU STATUS GROUPS 0010
5. PRICE LEVELS PER PLU (1-4) 4
6. PLU REPORT BY PRICE LEVEL N
REMAINING MEMORY : 23060BYTES

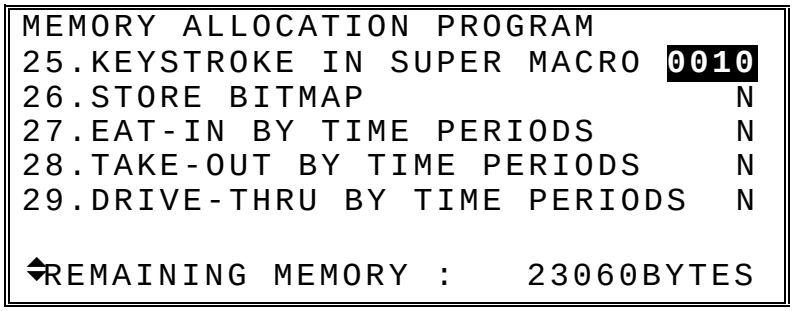
2. Press **PAGE DN** to view additional allocation options, or press the ↑ or ↓ keys to locate the option you wish to set.

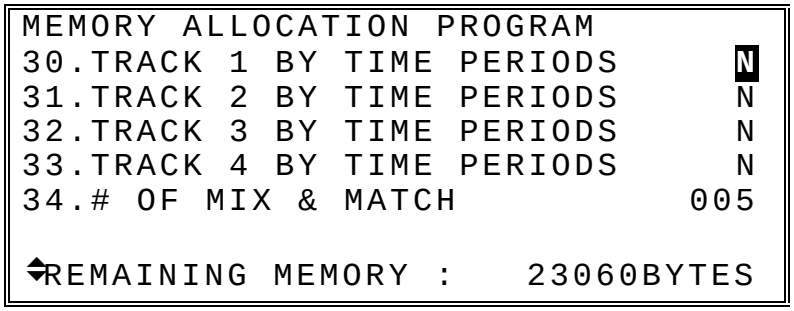

MEMORY ALLOCATION PROGRAM
7. # OF EMPLOYEES 010
8. TIME ENTRIES PER EMPLOYEE 24
9. USE GROUP BY EMPLOYEE N
10.CHECK TRACKING IS : SOFT
11.# OF TRACKING FILES (0-4) 1
REMAINING MEMORY : 23060BYTES

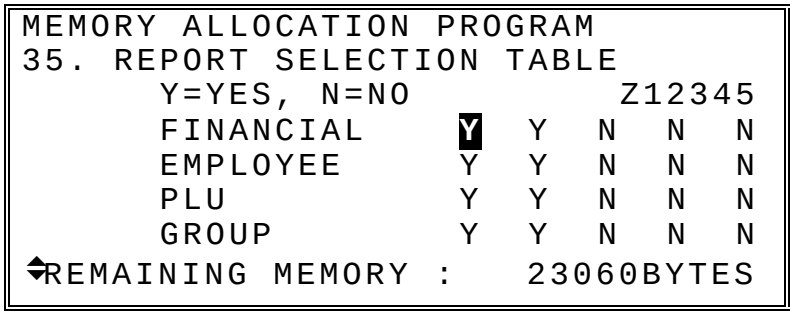

MEMORY ALLOCATION PROGRAM
12.# OF LINES PER SOFT CHECK 050
13.# OF LINES PER TRANSACTION100
14.MAXIMUM # OF CHECKS
TRACK 1 00020
TRACK 2 00020
TRACK 3 00020
REMAINING MEMORY : 23060BYTES

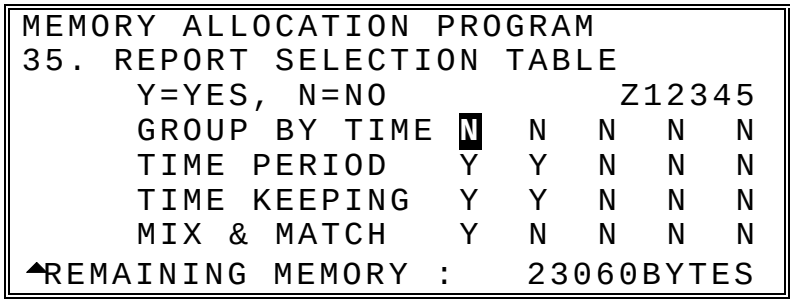



MEMORY ALLOCATION PROGRAM
19.# OF WLU 010
20.# OF LINES PER WLU 28
21.# OF RECIPE 010
22.# OF INVENTORY INGREDIENT 025
23.# OF LINES FOR E.J. 00000
24.# OF PAID RECALL TRANSAC 00
REMAINING MEMORY : 23060BYTES


MEMORY ALLOCATION PROGRAM
25.KEYSTROKE IN SUPER MACRO 0010
26.STORE BITMAP N
27.EAT-IN BY TIME PERIODS N
28.TAKE-OUT BY TIME PERIODS N
29.DRIVE-THRU BY TIME PERIODS N
REMAINING MEMORY : 23060BYTES


MEMORY ALLOCATION PROGRAM
30.TRACK 1 BY TIME PERIODS N
31.TRACK 2 BY TIME PERIODS N
32.TRACK 3 BY TIME PERIODS N
33.TRACK 4 BY TIME PERIODS N
34.# OF MIX & MATCH 005
REMAINING MEMORY : 23060BYTES


MEMORY ALLOCATION PROGRAM
35. REPORT SELECTION TABLE
Y=YES, N=NO Z12345
FINANCIAL Y Y N N N
EMPLOYEE Y Y N N N
PLU Y Y N N N
GROUP Y Y N N N
REMAINING MEMORY : 23060BYTES


MEMORY ALLOCATION PROGRAM
35. REPORT SELECTION TABLE
Y=YES, N=NO Z12345
GROUP BY TIME N N N N N
TIME PERIOD Y Y N N N
TIME KEEPING Y Y N N N
MIX & MATCH Y N N N N
REMAINING MEMORY : 23060BYTES

Memory Allocation Program Notes

	FIELD	Notes
1	**# OF DIGITS IN REPORT TOTALS (8-10)**	Determine the maximum size of report totals: 8, 9 or 10 digits.
2	**# OF DIGITS IN REPORT COUNTERS (6-8)**	Your choice assumes two digits to the right of the decimal. For example 6 digits = XXXX.XX or 7 digits = XXXXX.XX.
3	**# OF PLU**	Determine the total # of PLUs, including PLUs by code, by scanning or by keyboard/keyboard level.
4	**# OF PLU STATUS GROUPS**	Determine the maximum number of status groups to which you link PLUs. See "PLU Status Group (PLU Status Link)" in "P-Mode Programming" for more information.
5	**# OF PRICE LEVELS PER PLU (1-4)**	Prices may be assigned at up to four different price levels for each PLU. If you wish to use price levels, you must determine the number of price levels here. If Price levels are set, they are set for all PLUs.
6	**PLU REPORT BY PRICE LEVEL**	If selected, the PLU report will detail sales at each level, rather than a total and counter for sales at all levels combined.
7	**# OF EMPLOYEES**	Determine the total number of employees and set the maximum use wish to use here. Employees include all who use the register for any purpose, including those using only the time clock feature for clocking in/out.
8	**# OF TIME ENTRIES PER EMPLOYEE**	Determine the maximum number of clock entries that can be stored in the Z1 report. After Z1, only summaries are stored on Z2 reports (or Z3, Z4 or Z5 reports, if implemented.)
9	**USE GROUP BY EMPLOYEE**	Determine if you wish to report GROUPS by EMPLOYEE. If you choose Y, then you can report up to 30 of the 99 groups for each employee. See "Groups By Employee" on page 205 to select which groups will report for each employee.
10	**CHECK TRACKING METHOD**	Choose HARD or SOFT. Hard checks store only the check balances; soft check store check detail for the number of lines determined at step 12.

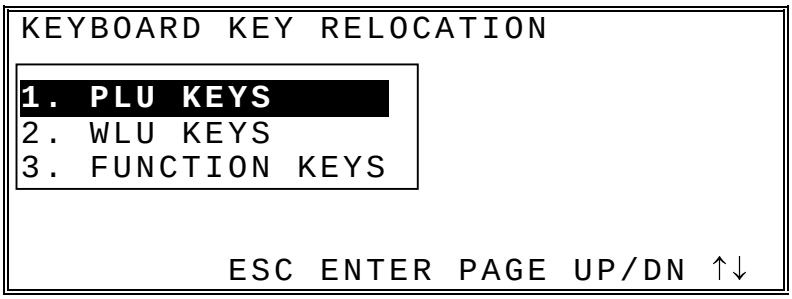
	FIELD	Notes
11	**# OF TRACKING FILES (0-4)**	Select the number of separate tracking files you wish to use. Select "0" for no check tracking, additional files might be used for table tracking, house account tracking, drive through tracking, and/or phone order tracking.
12	**# OF LINES PER SOFT CHECK**	Determine the maximum number of lines that can be stored in each soft check. Note that voided items also use lines in a check.
13	**# OF LINES PER TRANSACTION**	Determine how many lines of receipt print can be buffered for each transaction. If this number is reached during a transaction, the message "BUFFER FULL" will display and the transaction must be finalized. Note: Must be greater than or equal to the number of lines per soft check. Note that voided items also use lines in a check.
14	**MAXIMUM # OF CHECKS** **TRACK 1** **TRACK 2** **TRACK 3** **TRACK 4**	Determine the maximum number of checks for each tracking file.
15	**# OF TIME PERIODS (24/48/96)**	Determine the number of periods the time report is segmented into. For example, if you wish hourly reports for 24 hours, choose 24. The actual time for each period can be customized. See "Time Period" in "P-Mode Programming".
16	**# OF PRODUCT MIX GROUPS**	*Product Mix Groups* can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.) Enter the number of Product Mix items you wish to track here.
17	**# OF PRODUCT MIX TIME PERIODS**	Product mix groups report usage by time period. Determine the number of periods you wish for product mix time reporting. The actual time for each period can be customized. See "Product Mix Group Time Periods" in "P-Mode Programming".
18	**PROJECTIONS**	The Product Projection report provides a history of each product mix item's sales by day of week. Determine if you wish to use this report.

	FIELD	Notes
19	# OF WLU	Enter the total number of WLUs you wish to use here. WLUs are pop-up windows listing PLUs, condiments, and/or functions. See "Window Look Up (WLU)" in "P-Mode Programming" for a complete discussion of WLU applications.
20	# OF LINES PER WLU	The maximum number of lines per WLU is 50.
21	# OF RECIPE	Enter the maximum number of recipes you wish to use if you are implementing an ingredient inventory system. See "Ingredient Inventory" in "P-Mode Programming" for more information.
22	# OF INVENTORY INGREDIENT	Enter the maximum number of inventory ingredients you wish to use if you are implementing an ingredient inventory system. See "Ingredient Inventory" in "P-Mode Programming" for more information.
23	# OF LINES FOR ELECT. JOURNAL	If you wish to capture a sales journal in SER-7000 memory, enter the maximum size of the electronic journal here. Also see "E.J. (Electronic Journal) & Detail Printing Options" in "P-Mode Programming" for related options.
24	# OF PAID RECALL TRANSACTIONS	Enter the number of preceding transactions (a maximum of 99) that may be viewed by repeatedly pressing the **PAID RECALL** key.
25	# OF KEYSTROKES IN SUPER MACRO	Enter the number of transaction keystrokes, including key position changes, to be recorded in the super macro. When the super macro memory is full, the most recent entries will be added and the oldest discarded. Use the super macro as a troubleshooting tool.
26	STORE BITMAP	If Y, reserves 12,300 bytes of memory regardless of actual bitmap size.
27	EAT-IN BY TIME PERIODS	Options 27-33 enable reports detailing sales Dollars and counts by type of sale for each designated time period.
28	TAKE-OUT BY TIME PERIODS	
29	DRIVE-THRU BY TIME PERIODS	
30	TRACK 1 BY TIME PERIODS	
31	TRACK 2 BY TIME PERIODS	
32	TRACK 3 BY TIME PERIODS	

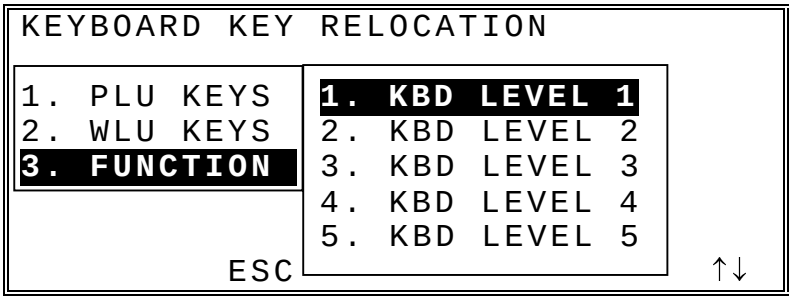
	FIELD	Notes
33	**TRACK 4 BY TIME PERIODS**	
34	**# OF MIX & MATCH**	Enter the maximum number of mix and match discount tables that will be used.
35	**REPORT SELECTION TABLE**	Z2 represents accumulation of Z1 reports; Z3 represents accumulation of Z2 reports, etc. You must select all levels below your highest selected report level. For example, if you select Z4 reporting for a particular report, then you must also select Z1, Z2, and Z3 for that report.

Keyboard Key Relocation

1. Select KEYBOARD KEY RELOCATION from the S-MODE PROGRAMMING MENU to display the KEYBOARD KEY RELOCATION Screen.



2. Press a numeric digit (1-3) or press the ↑ or ↓ keys to move the cursor to your choice. Then press **ENTER** to indicate whether you wish to program a PLU, WLU or FUNCTION key.



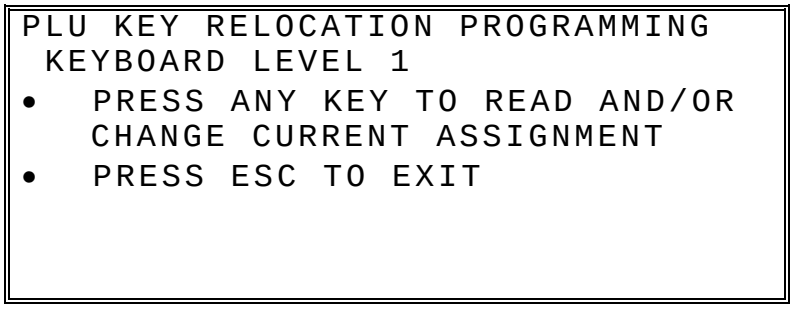
3. A pop up window displays the keyboard level selection. Select the keyboard level you wish to program, press **ENTER**.

PLU Key Relocation

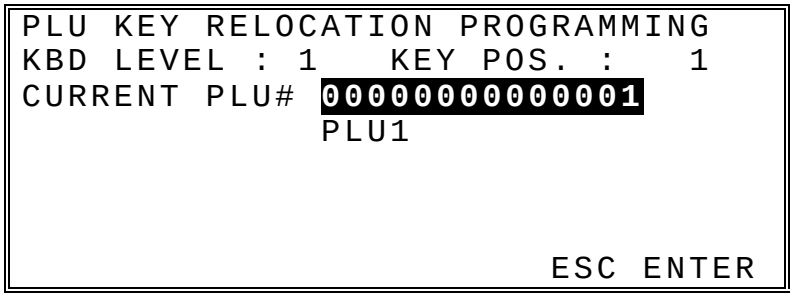
This process accomplishes two purposes:

- It changes the assignment of a key location to a PLU key. You can change an existing Function key or WLU key into a PLU key by selecting any key on the keyboard in this program.
- It assigns the PLU number that is registered when this PLU key is operated. You can also assign the PLU registered for a key in P-Mode. See "PLU and WLU Key Assignment" in "P-Mode Programming".

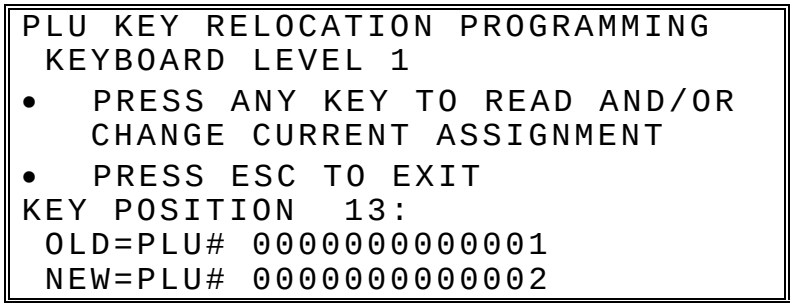
1. Press any key to read and/or change the current assignment; or press **ESC** to exit.


PLU KEY RELOCATION PROGRAMMING
KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT

2. Type the PLU number you wish to be registered (up to 14 digits) when this PLU key is pressed. Press **ENTER** to assign the number, or press **ESC** to exit without changing the current assignment.



3. The old and new assignments for the key you have just programmed display. Continue to program additional PLU key locations by pressing another key.


PLU KEY RELOCATION PROGRAMMING
KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT
KEY POSITION 13:
OLD=PLU# 0000000000001
NEW=PLU# 0000000000002

WLU Key Relocation

This process accomplishes two purposes:

- It changes the assignment of a key location to a WLU key. You can change an existing Function key or PLU key into a WLU key by selecting any key on the keyboard in this program.
- It assigns the WLU number that is displayed when this WLU key is operated. The WLU # assignment for a WLU key can also be set in P-Mode. See "PLU and WLU Key Assignment" in "P-Mode Programming".

1. Press any key to read and/or change the current assignment, or press **ESC** to exit.

```
WLU KEY RELOCATION PROGRAMMING
 KEYBOARD LEVEL 1
•  PRESS ANY KEY TO READ AND/OR
   CHANGE CURRENT ASSIGNMENT
•  PRESS ESC TO EXIT
```

2. Type the WLU number you wish to be displayed when this WLU key is pressed. Press **ENTER** to assign the number, or press **ESC** to exit without changing the current assignment.

```
WLU KEY RELOCATION PROGRAM
KBD LEVEL : 1   KEY POS. :   1
CURRENT WLU#:              01
        KEYCODE#013 ADD CHECK


                          ESC ENTER
```

The current function and descriptor for this key are displayed here.

3. The old and new assignments for the key you have just programmed display. Continue to program additional WLU key locations by pressing another key.

```
WLU KEY RELOCATION PROGRAMMING
 KEYBOARD LEVEL 1
•  PRESS ANY KEY TO READ AND/OR
   CHANGE CURRENT ASSIGNMENT
•  PRESS ESC TO EXIT
KEY POSITION  13:
 OLD=KEYCODE#013 ADD CHECK
 NEW=WLU# 01 WLU#1
```

4. Press **ESC** to exit. At the prompt: EXIT? [Y] press **ENTER**.

5. At the prompt: SAVE KEY RELOCATION? [Y] press **ENTER**, or press the **Y/N** key, then press **ENTER** to exit without saving changes.

Function Key Relocation

This process changes the assignment of any key. You can change an existing WLU key or PLU key into a different function key by selecting any key on the keyboard in this program.

1. Press any key to read and/or change the current assignment, or press **ESC** to exit.

```
FUNCTION KEY RELOCATION PROGRA
 KEYBOARD LEVEL 1
•  PRESS ANY KEY TO READ AND/OR
   CHANGE CURRENT ASSIGNMENT
•  PRESS ESC TO EXIT
```

NOTE: You cannot change the assignment of an essential key (i.e. numeric key, Y/N, cursor keys, ENTER, etc.) unless it is first located in a different position on the keyboard.

2. The current assignment displays along with a window from which you can look up function codes. If you do not know the code of the function you wish to assign, press the **PAGE UP** or **PAGE DN** keys until the code you wish to use comes into view, or see "Function Key Program Summary" In P-Mode Programming for a listing of function codes.

```
FUNC. KEY RELOCATION PROGRA
KBD LEVEL : 1  KEY POS. :  112
CUR. ASSIGN :  201 RECD ACCT1


 1   1            4   4
 2   3            5   5
 3   3            6   6
```

3. Type a new key code and press **ENTER** or press **ESC** to exit.

4. The old and new assignments for the key you have just programmed display. Continue to program additional Function key locations by pressing another key.

```
FUNCTION KEY RELOCATION PROGRA
 KEYBOARD LEVEL 1
•  PRESS ANY KEY TO READ AND/OR
   CHANGE CURRENT ASSIGNMENT
•  PRESS ESC TO EXIT
KEY POSITION 167:
 OLD=KEYCODE#021 CHECK
 NEW=KEYCODE#026 CURR.CONV1
```

5. Press **ESC** to exit. At the prompt: EXIT? [Y] press **ENTER**.

6. At the prompt: SAVE KEY RELOCATION? [Y] press **ENTER**, or press the **Y/N** key, then press **ENTER** to exit without saving changes.

Function Key Code List

Code# & Function
1. NUMERIC 1
2. NUMERIC 2
3. NUMERIC 3
4. NUMERIC 4
5. NUMERIC 5
6. NUMERIC 6
7. NUMERIC 7
8. NUMERIC 7
9. NUMERIC 9
10. NUMERIC 0
11. NUMERIC 00
12. NUMERIC 000
13. ADD CHECK
14. BACK SPACE
15. BOLD
16. CANCEL
17. CAPS
18. CASH
19. TIP DECLARE
20.
21. CHECK
22. CHECK CASH
23. CHECK ENDORSE
24. CLEAR
25. CONTINUE
26. CURR. CONV. 1
27. CURR. CONV. 2
28. CURR. CONV. 3
29. CURR. CONV. 4
30. CURR. CONV. 5
31. CURSOR DOWN (↓)
32. CURSOR LEFT (←)
33. CURSOR RIGHT (→)
34. CURSOR UP (↑)
35. DECIMAL (.)
36. DELETE
37. DONE
38. DRIVE THRU
39. EAT-IN
40. EMPLOYEE
41. EMPLOYEE 1
42. EMPLOYEE 2
43. EMPLOYEE 3
44. EMPLOYEE 4
45. EMPLOYEE 5
46. EMPLOYEE 6
47. EMPLOYEE 7
48. EMPLOYEE 8
49. EMPLOYEE 9

Code# & Function
50. EMPLOYEE 10
51. ENTER
52. ERR.CORR
53. FD STMP SHIFT
54. FD STMP SBTL
55. FD STMP TEND
56. GUEST #
57. HOLD
58. INACTIVE (CAN RE-USE)
59. KEYBOARD LEVEL 1
60. KEYBOARD LEVEL 2
61. KEYBOARD LEVEL 3
62. KEYBOARD LEVEL 4
63. KEYBOARD LEVEL 5
64. LIST CHECK 1
65. LIST CHECK 2
66. LIST CHECK 3
67. LIST CHECK 4
68. MACRO OFF
69. MACRO P
70. MACRO PAUSE
71. MACRO R
72. MAC5RO S
73. MACRO SET
74. MACRO VOID
75. MACRO X
76. MACRO Z
77. MACRO 1
78. MACRO 2
79. MACRO 3
80. MACRO 4
81. MACRO 5
82. MACRO 6
83. MACRO 7
84. MACRO 8
85. MACRO 9
86. MACRO 10
87. MACRO 11
88. MACRO 12
89. MACRO 13
90. MACRO 14
91. MACRO 15
92. MACRO 16
93. MACRO 17
94. MACRO 18
95. MACRO 19
96. MACRO 20
97. MACRO 21
98. MACRO 22

Code# & Function
99. MACRO 23
100. MACRO 24
101. MACRO 25
102. MACRO 26
103. MACRO 27
104. MACRO 28
105. MACRO 29
106. MACRO 30
107. MACRO 31
108. MACRO 32
109. MACRO 33
110. MACRO 34
111. MACRO 35
112. MACRO 36
113. MACRO 37
114. MACRO 38
115. MACRO 39
116. MACRO 40
117. MACRO #
118. MDSE RETURN
119. MISC TEND 1
120. MISC TEND 2
121. MISC TEND 3
122. MISC TEND 4
123. MISC TEND 5
124. MISC TEND 6
125. MISC TEND 7
126. MISC TEND 8
127. MISC TEND 9
128. MISC TEND 10
129. MISC TEND 11
130. MISC TEND 12
131. MISC TEND 13
132. MISC TEND 14
133. MISC TEND 15
134. MISC TEND 16
135. MISC TEND#
136. MODIFIER 1
137. MODIFIER 2
138. MODIFIER 3
139. MODIFIER 4
140. MODIFIER 5
141. MODIFIER 6
142. MODIFIER 7
143. MODIFIER 8
144. MODIFIER 9
145. MODIFIER 10
146. NEXT RECORD
147. #/NO SALE

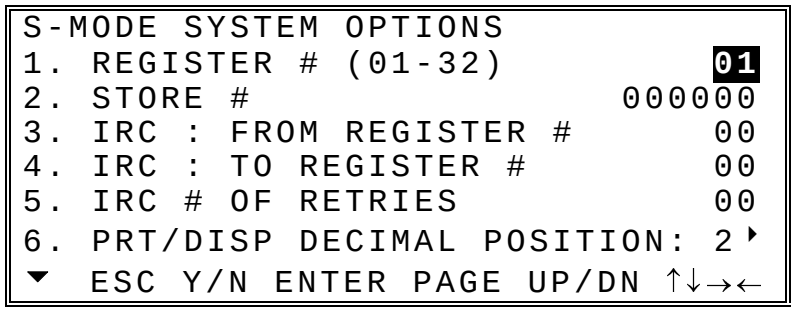
Code# & Function
148. P/BAL
149. PAGE DOWN
150. PAGE UP
151. PAID OUT 1
152. PAID OUT 2
153. PAID OUT 3
154. PAID OUT 4
155. PAID OUT 5
156. PAID RECALL
157. %1
158. %2
159. %3
160. %4
161. %5
162. %6
163. %7
164. %8
165. %9
166. %10
167. PLU
168. PREV. RECORD
169. PRICE INQ
170. PRICE LVL1
171. PRICE LVL2
172. PRICE LVL3
173. PRICE LVL4
174. PRICE LVL5
175. PRICE LVL6
176. PRICE LVL7
177. PRICE LVL8
178. PRICE LVL9
179. PRICE LVL10
180. PRICE LVL11
181. PRICE LVL12
182. PRICE LVL13
183. PRICE LVL14
184. PRICE LVL15

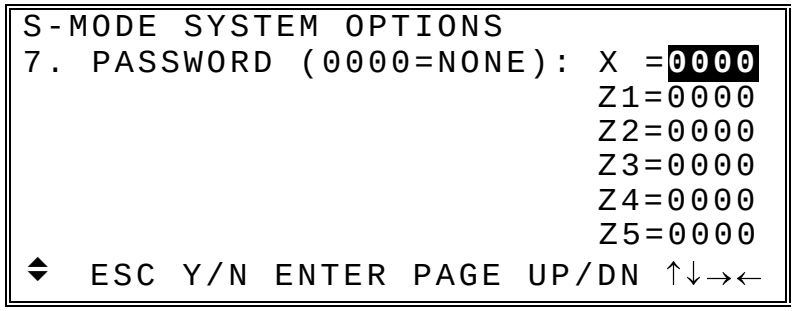
Code# & Function
185. PRICE LVL16
186. PRICE LVL17
187. PRICE LVL18
188. PRICE LVL19
189. PRICE LVL20
190. PRINT
191. PRINT CHECK
192. PRINT HOLD
193. PROMO
194. PRINT SCREEN
195. QUIT
196. RECEIPT ON/OFF
197. RECALL CHECK 1
198. RECALL CHECK 2
199. RECALL CHECK 3
200. RECALL CHECK 4
201. RECD ACCT 1
202. RECD ACCT 2
203. RECD ACCT 3
204. RECD ACCT 4
205. RECD ACCT 5
206. RECEIPT
207. REPEAT
208. SCALE
209. SEAT #
210. SHIFT
211. SPLIT ITEM
212. SPLIT PAYMENT
213. STOCK INQ
214. STORE CHECK 1
215. STORE CHECK 2
216. STORE CHECK 3
217. STORE CHECK 4
218. SUBTOTAL
219. TABLE # 1
220. TABLE # 2
221. TABLE # 3

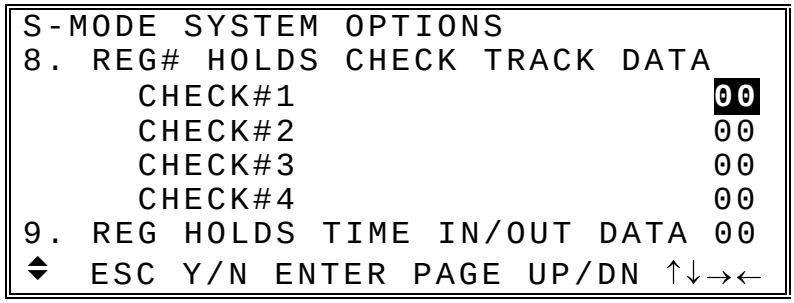
Code# & Function
222. TABLE # 4
223. TAKE-OUT
224. TAX EXEMPT
225. TAX SHIFT 1
226. TAX SHIFT 2
227. TAX SHIFT 3
228. TAX SHIFT 4
229. TAX SHIFT 5
230. TAX SHIFT 6
231. TIME IN/OUT
232. TIP 1
233. TIP 2
234. TIP 3
235. TRANS CHK1
236. TRANS CHK2
237. TRANS CHK3
238. TRANS CHK4
239. TRAY SUBTOTAL
240. VALIDATE
241. VOID ITEM
242. WASTE
243. WLU
244. X/TIME
245. YES/NO
246. PARK ORDER
247. SERVE ORDER
248. KP ROUTING
249. SPLIT CHECK
250. ALPHA TEXT
251. NOTFOUND PLU
252. NEXT DOLLAR
253. PRINT ALL

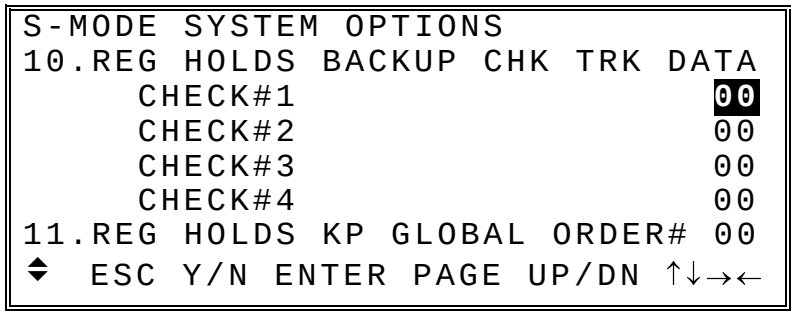
System Options

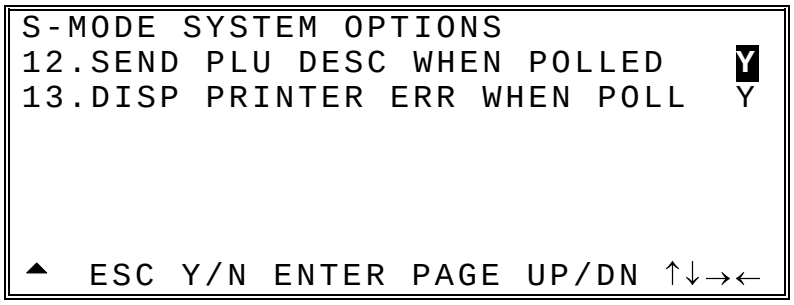
1. Select SYSTEM OPTIONS from the S-MODE PROGRAMMING MENU to display the S-MODE SYSTEM OPTIONS Screen.
2. Press the ↑ ↓ ← → keys to select a field to edit.
3. Type a new value and press **ENTER** or press the ↓ key to accept the entry and advance to the next field.
4. Press **PAGE DN** to view the second page of S-MODE SYSTEM OPTIONS.
5. Press **PAGE DN** to view the last page of S-MODE SYSTEM OPTIONS.
6. Press **ESC** to exit.


S-MODE SYSTEM OPTIONS
1. REGISTER # (01-32) 01
2. STORE # 000000
3. IRC : FROM REGISTER # 00
4. IRC : TO REGISTER # 00
5. IRC # OF RETRIES 00
6. PRT/DISP DECIMAL POSITION: 2
ESC Y/N ENTER PAGE UP/DN ↑↓→←









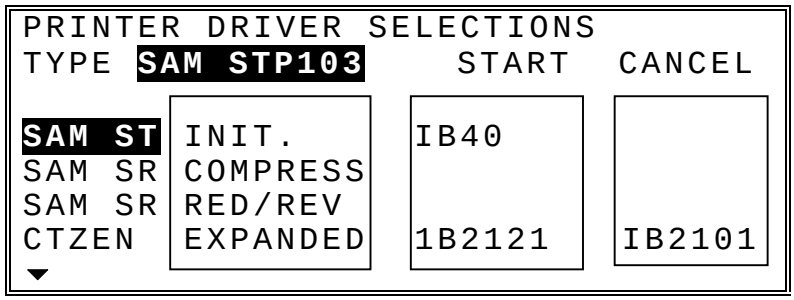
System Option Program Notes (S-Mode)

FIELD	Notes
PRINT/DISPLAY DECIMAL POSITION	Select 0, 1, 2 or 3 from the pop-up window. The default value is 2 (XX.XX).
REG# HOLDS KP GLOBAL ORDER#	If global order number is implemented (see P-Mode System Options) then the register indicated contains the global number system.
SEND PLU DESC WHEN POLLED	If **Y**, the PLU descriptor will be sent when polling. (Increases polling time.)
DISP PRINTER ERR WHEN POLL	If **N**, if the printer runs out of paper when printing polled reports, the paper out condition will not interrupt polling.

Printer Driver Selections

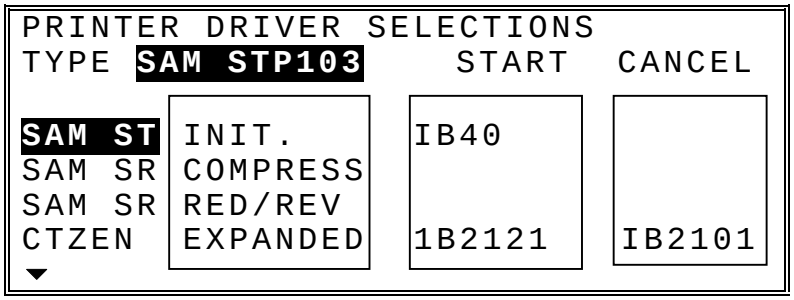
This program allows you to change the commands for specific printers, or to set up a new printer by using generic (1-5) settings.

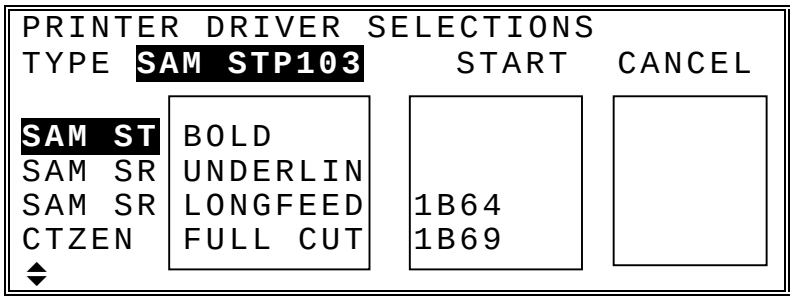
1. Select PRINTER DRIVER SELECTIONS from the S-MODE PROGRAMMING MENU to display the PRINTER DRIVER SELECTIONS screen.
2. The drivers for the selected printer display. Press the ↑ or ↓ keys to select the printer for which you wish to view or edit commands. If necessary, press **PAGE DN** to view additional printers.

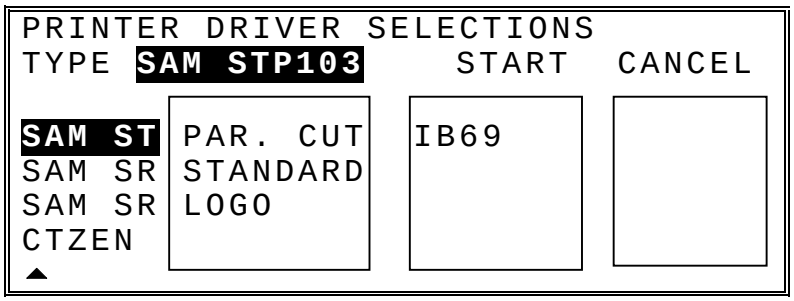


Changing Printer Commands

1. With options for a printer in view, press the **ENTER** key to move the active cursor to the first command field in the start column.
2. Press the ↑ ↓ ← → keys to select the field you wish to edit. Note that there are three pages of options for each printer. Type new command information and press **ENTER**.
3. Press **ESC** to return the active cursor to the PRINTER TYPE. Press **ESC** again to return to the S-MODE PROGRAMMING MENU.



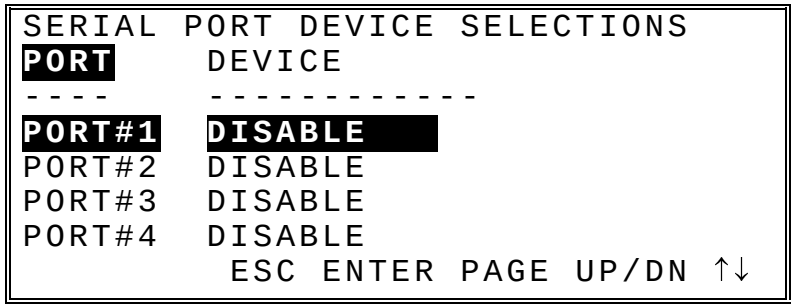


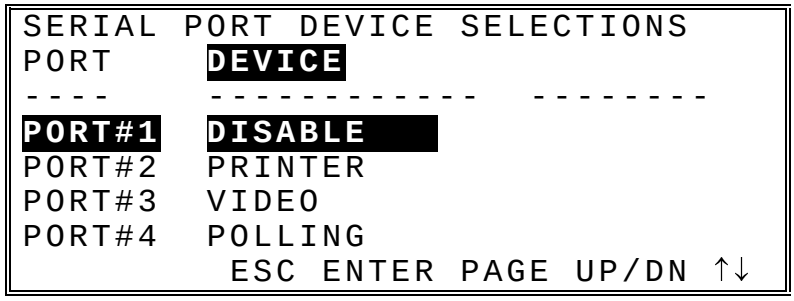


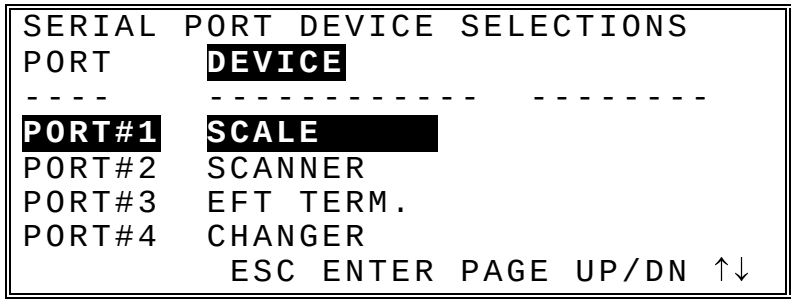
Serial Port Device Selections

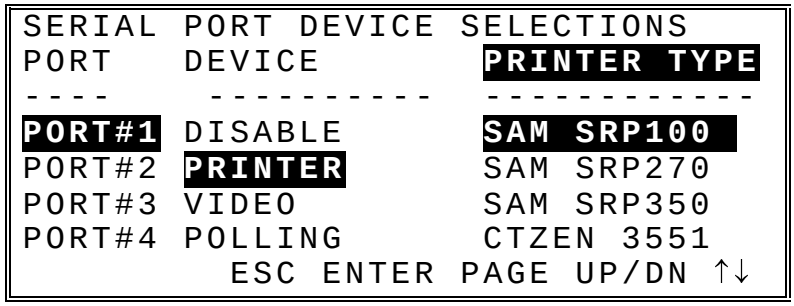
Use the Serial Port Device Selections program to define the type of device that is attached to each serial port.

1. Select SERIAL PORT DEVICE SELECTIONS from the S-MODE PROGRAMMING MENU .
2. Press the ↑ or ↓ keys to select the port you wish to view or edit.
3. To change a port selection, press **ENTER** to move the active cursor to the device selection column.
4. Press the ↑ or ↓ keys to select a new device, press **ENTER**.
5. If there are multiples of the selected device (i.e. many types of printers) the options will display.
6. Press the ↑ or ↓ keys to select a new type and press **ENTER** to accept the new selection.
7. Press **ESC** to return to the SERIAL PORT DEVICE SELECTIONS screen with port selection active.
8. Press **ESC** again to return to the S-MODE PROGRAMMING MENU.





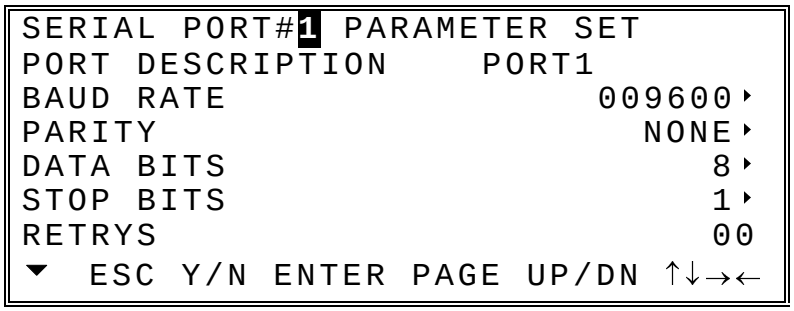


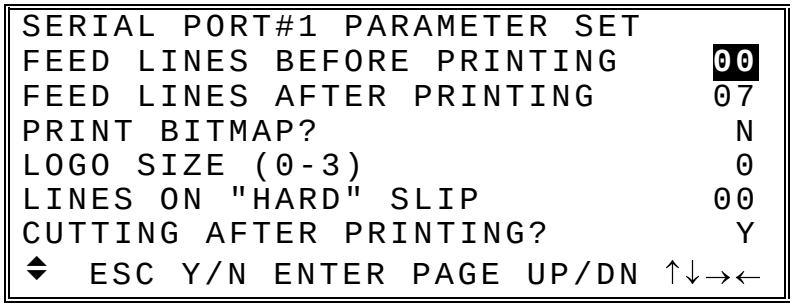

SERIAL PORT DEVICE SELECTIONS
PORT DEVICE PRINTER TYPE
PORT#1 DISABLE SAM SRP100
PORT#2 PRINTER SAM SRP270
PORT#3 VIDEO SAM SRP350
PORT#4 POLLING CTZEN 3551
ESC ENTER PAGE UP/DN ↑↓

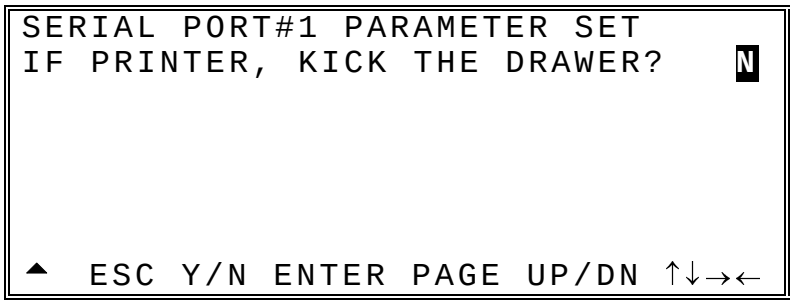
Define Serial Port Parameters

Choose Define Serial Port Parameters to set the baud rate, parity, and other options for each serial port.

1. Select SERIAL PORT DEVICE SELECTIONS from the S-MODE PROGRAMMING MENU to display the SERIAL PORT DEVICE SELECTIONS screen. The current selections for PORT#1 display.
2. Press the **PAGE UP** or **PAGE DN** keys to select the port you wish to view or edit.
3. Press the ↑ or ↓ keys to move the active cursor to the option you wish to change.
4. Type a new value for a field and press **ENTER**, or if an arrow (▸) displays next to the current selection, press **ENTER** to display a list of choices.
5. Press **ESC** to return to the S-MODE PROGRAMMING MENU.




SERIAL PORT#1 PARAMETER SET
FEED LINES BEFORE PRINTING 00
FEED LINES AFTER PRINTING 07
PRINT BITMAP? N
LOGO SIZE (0-3) 0
LINES ON "HARD" SLIP 00
CUTTING AFTER PRINTING? Y
▲▼ ESC Y/N ENTER PAGE UP/DN ↑↓→←

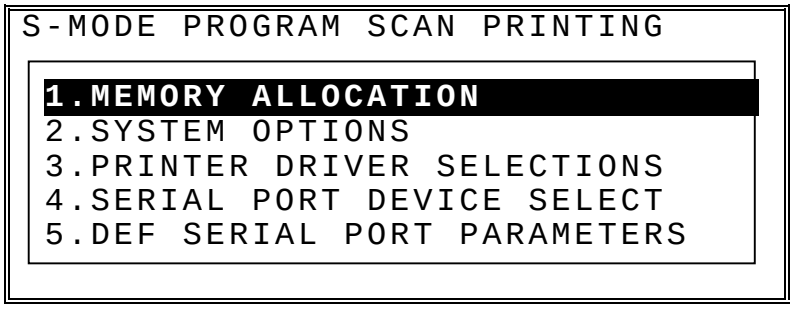


Serial Port Parameters Program Notes

FIELD	Notes
BAUD RATE	Select 2400, 9600, 19200, 28800, 33600, 56000 or OTHER from the pop-up window. (9600 is default.) If you select OTHER, you may enter your own value.
PARITY	Select NONE, EVEN, or ODD from the pop-up window; NONE is default.
DATA BITS	Select 8 or 7 from the pop-up window; 8 is default.
STOP BITS	Select 1 or 2 from the pop-up window; 1 is default.
LOGO SIZE (0-3)	Controls the size of bitmap image that may be printed on the guest check.
LINES ON "HARD" SLIP	If hard check system is used, printing will stop on the guest check after the number of print lines indicated here is printed. Use this option to prevent over printing when the bottom of the guest check is used as a tear off receipt.
CUTTING AFTER PRINTING?	Enables auto cutter if applicable.
IF PRINTER, KICK THE DRAWER?	Allows printer to send the drawer kick signal.

S-Mode Program Scan Printing

This function allows you to print copies of the register's S-Mode programming.



1. Select S-MODE PROGRAM SCAN PRINTING from the S-MODE PROGRAMMING MENU to display the S-MODE PROGRAM SCAN PRINTING screen.
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.
3. After selection the appropriate report is printed.

System Password

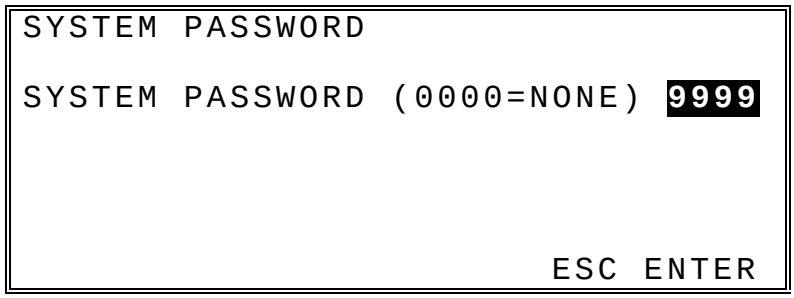
The system password allows service access to all of the functions of the *SER-7000*. For example, use the system password:

- If you are servicing a users system and you do not know an employee code that allow you to access necessary functions.
- If authority level programming prohibits you from accessing functions you need to access in order to complete your tasks.

Sign the system password to allow access to all *SER-7000* functions (except register mode operations.) After you have completed your session, the system password must be signed off through normal sign off procedures before another employee may be signed on.

If you wish to block system password access, program 0000 in the system password field.

1. Select SYSTEM PASSWORD from the S-MODE MENU to set the system password.
2. Enter a 4-digit password, if desired.
3. Press **ENTER** to return to the S-MODE MENU.

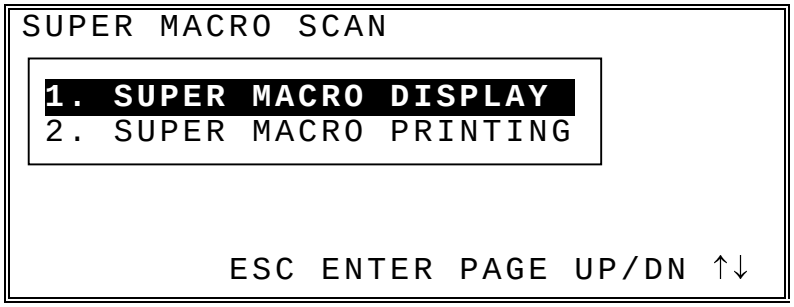


Super Macro Scan

The super macro records transaction keystrokes, including key position changes. The size of the super macro, in keystrokes, is set in memory allocation (see "Memory Allocation" on page 34.) When the super macro memory is full, the most recent entries will be added and the oldest discarded. The super macro is a troubleshooting tool.

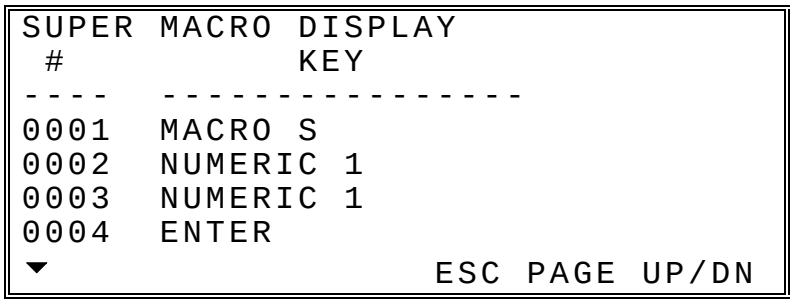
Use this program to view or print the contents of super macro memory.

1. Select SUPER MACRO SCAN from the S-MODE MENU to view or print the super macro.
2. Choose an item from the menu.



3. If SUPER MACRO PRINTING is selected the macro contents will print.

   If SUPER MACRO DISPLAY is selected, the contents will display as in the example on the right.
4. Press **PAGE UP** or **PAGE DN** to view the entire contents. Press **ESC** to exit to the SUPER MACRO SCAN screen.



ROM File Download

Choose ROM FILE DOWNLOAD to down load the EPROM to all satellite registers in the IRC system. *All other terminals must be in the ROM download mode.*

Warning: This procedure will clear all totals, counters and programs from the satellite registers.

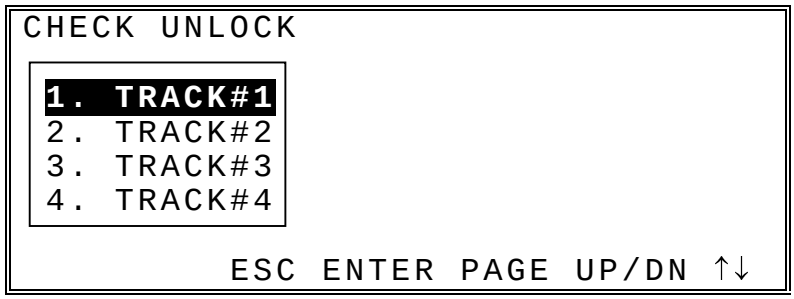
Load Default Messages

1. Choose LOAD DEFAULT MESSAGES from the S-MODE PROGRAMMING MENU to reload the default error messages and system descriptors.
2. At the message ARE YOU SURE?, press the **YES/NO** once to select Y, and then press **ENTER**. The default messages are loaded.

Check Unlock

If the register where a check is being posted fails before the check is finalized, the check cannot be accessed at another register until a check unlock procedure is done.

1. Choose CHECK UNLOCK. The CHECK UNLOCK screen displays.
2. Press the ↑ or ↓ keys to move the cursor to the port to which the printer is attached, then press **ENTER**.



P-Mode Programming

P-Mode Programming Menu

1. Turn the key to the **PGM** position.
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

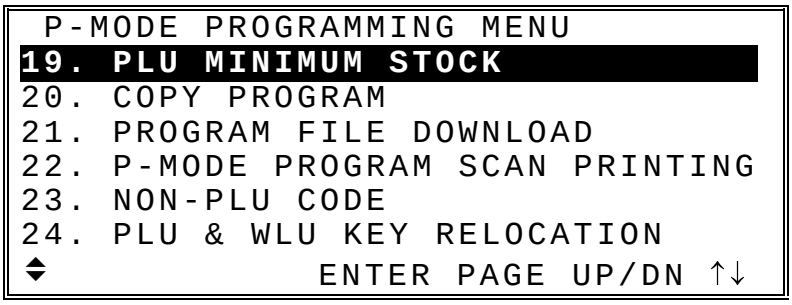
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

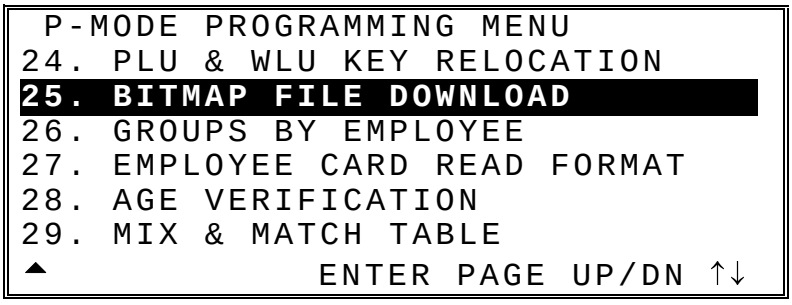
NOTE: There are three pages on the P-MODE programming menu.

```
 P-MODE PROGRAMMING MENU
1. PLU
2. PLU STATUS GROUP
3. GROUP
4. FUNCTION KEY
5. SYSTEM OPTION
6. TAXES
▼            ENTER PAGE UP/DN ↑↓
```

```
P-MODE PROGRAMMING MENU
7.  MESSAGES
8.  WINDOW LOOK UP (WLU)
9.  TIME PERIOD
10. EMPLOYEE
11. AUTHORITY LEVEL
12. PRINTER TABLES & KV ROUTING
▲▼           ENTER PAGE UP/DN ↑↓
```

```
  P-MODE PROGRAMMING MENU
13. INGREDIENT INVENTORY
14. TIME ACTIVATED FUNCTIONS
15. PRODUCT MIX GROUPS
16. CUSTOM REPORT
17. STRING REP0RT
18. PLU STOCK
▲▼           ENTER PAGE UP/DN ↑↓
```

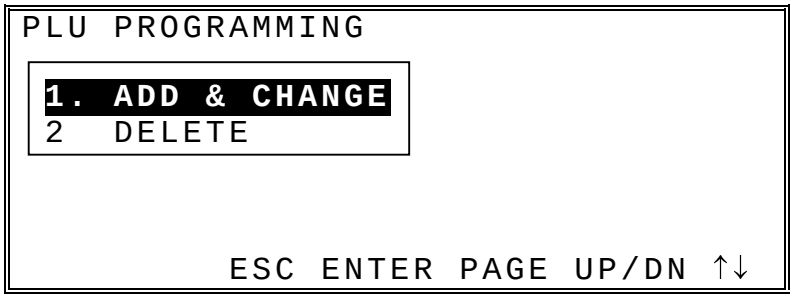

P-MODE PROGRAMMING MENU
19. PLU MINIMUM STOCK
20. COPY PROGRAM
21. PROGRAM FILE DOWNLOAD
22. P-MODE PROGRAM SCAN PRINTING
23. NON-PLU CODE
24. PLU & WLU KEY RELOCATION
ENTER PAGE UP/DN ↑↓


P-MODE PROGRAMMING MENU
24. PLU & WLU KEY RELOCATION
25. BITMAP FILE DOWNLOAD
26. GROUPS BY EMPLOYEE
27. EMPLOYEE CARD READ FORMAT
28. AGE VERIFICATION
29. MIX & MATCH TABLE
ENTER PAGE UP/DN ↑↓

PLU Programming

The maximum number of PLUs available is determined in memory allocation. (See "Memory Allocation" in "S-Mode Programming".) Each PLU can be assigned a code number up to 14 digits in length.

1. Select PLU from the P-MODE PROGRAMMING MENU to display the PLU PROGRAMMING screen.
2. Press a numeric digit (1-2) or press the ↑ or ↓ keys to move the cursor to ADD & CHANGE or DELETE, and then press **ENTER**.



Add & Change

1. Select ADD & CHANGE to access an existing PLU or program a new PLU.
2. Select the PLU to be programmed by entering the number or pressing the PLU key on the keyboard.

```
PLU#0000000000000 PROGRAMMING

•  PRESS PLU TO BE PROGRAMMED
•  ENTER PLU NUMBER – [ENTER]
•  ENTER PLU NUMBER – [PLU#]
•  PRESS WIL WHERE THE PLU IS
   LOCATED AND SELECT
   APPROPRIATE PLU
```

3. Press the ↑ ↓ ← → keys to select the field you wish to program.

```
PLU#00000000000001 PGM.
DESCRIPTOR:      PLU#1
GROUP LINK #1                    01
PLU STATUS LINK#                 01
PIECE COUNT    000  RECIPE#      00
ACTIVATE WLU#                    00
INACTIVE                          N
▼LU# ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
PLU#00000000000001 PGM.
PRESET                           Y
ALLOW PRESET/HALO OVERRIDE?      N
PRC/HALO  000000.00  PRC LVL1 01
PRC/HALO  000000.00  PRC LVL2 02
PRC/HALO  000000.00  PRC LVL3 03
PRC/HALO  000000.00  PRC LVL4 04
▲LU# ESC Y/N ENT PAGE UP/DN ↑↓→←
```

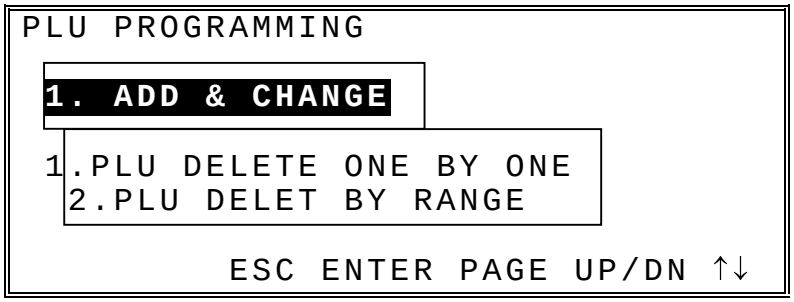
PLU Program Notes

FIELD	Notes
DESCRIPTOR	Enter a descriptor up to 16 characters in length. Note that the method you use to enter the descriptor depends upon your selection for General Function Option #12 (see "General Function Options" on page 101.) • The default method is by using the Alpha Keyboard Overlay. Type the descriptor using the typewriter-style keyboard on the overlay. • If Alpha Code Entry is selected as an alternative, type the codes representing each character, see "Entering Alpha Characters" in the "Getting Started" chapter for a list of alpha codes.
GROUP LINK #1	Enter the primary reporting group for the GROUPS and PLU BY GROUP reports. • There are 99 groups available for reporting. • If you wish to assign a PLU to more than one reporting group, assign the PLU to a PLU STATUS LINK# that contains the necessary assignments for GROUP LINK #2 and GROUP LINK #3. (See "PLU Status Group" on page 36.)
PLU STATUS LINK #	The status link group contains the remainder of the configurable options for this PLU. See "PLU Status Group" on page 36.
PIECE COUNT	Enter a value in this field if you wish to use Product Mix and Product Projection reporting. The number of units entered here will be reflected in product mix reporting. • See "PLU Status Group" on page 36 to select product mix items for this PLU item. • See "Product Mix Groups" on page 180 to set up product mix items and time periods.

FIELD	Notes
RECIPE#	A *menu-explosion type inventory system* is set up when PLUs are assigned to a recipe number. Note the following related programs and activities: • See "Ingredient Inventory" on page 38 to maintain the ingredient list with unit costs and the recipe tables. • See "Edit Inventory Item" in the "X-Mode Procedures" chapter of the *SER-7000 Operation Manual* to manage receipts, transfers and waste as well as view actual inventory and unit cost. • Use report # 41, the Inventory Report to report the status of inventory items. • Use report #43, the Food Cost Report, to report the cost of PLU item using the information from the assigned recipe.
ACTIVATE WLU#	Enter the number of a WLU that you wish to activate immediately after this PLU is registered. For example, if this item requires a condiment selection, enter the number of the WLU that contains a list of condiments available for this item. See "WLU Programming" on page 147 to program the items that are listed in each WLU.
PRICE/HALO	Enter the preset price if the item is preset. Enter the HALO (High Amount Lock Out) if the item is not preset, or if PRESET/HALO OVERRIDE is allowed.
PRICE LEVEL #1-#4	Prices may be assigned at up to four different price levels for each item. Enter the number (1-20) of the PRICE LVL key that you wish to register the associated PRICE/HALO. If you are not using price levels, enter the price or HALO in the first price field, adjacent to the PRICE LEVEL#1? field, and leave the default value of "01" in the PRICE LEVEL #1? field.

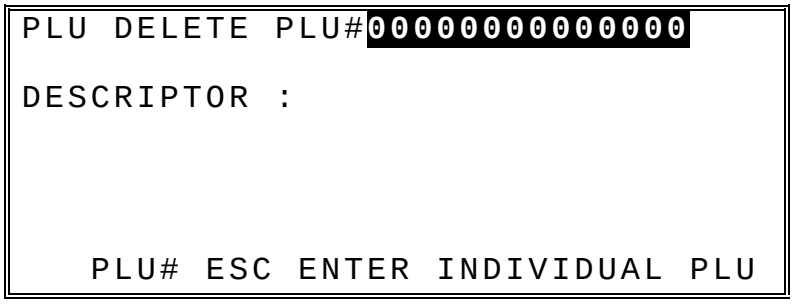
Delete PLUs

1. From the PLU PROGRAMMING SCREEN, select DELETE.
2. Press a numeric digit (1-2) or press the ↑ or ↓ keys to move the cursor to PLU DELETE ONE BY ONE or PLU DELETE BY RANGE, then press **ENTER**.



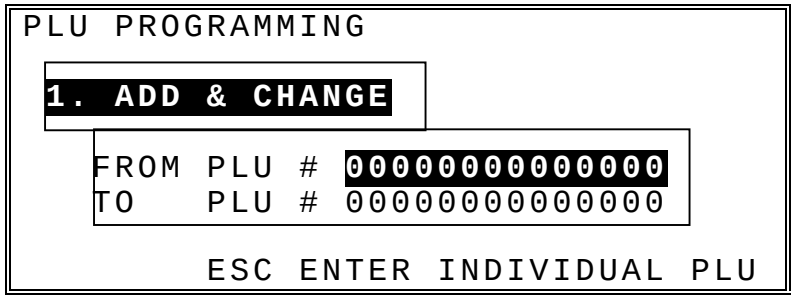
PLU Delete One By One

1. Type the PLU number to be deleted, press **ENTER**.
2. The message PRESS ENTER TO DELETE displays. Press **ENTER** again, or press **ESC** to exit without deleting the PLU.
3. Continue from step 2 if there are additional PLUs to delete, or press **ESC** to return to the PLU PROGRAMMING screen.



PLU Delete by Range

1. Enter the beginning number of the range to be deleted in the FROM PLU # field, press **ENTER**.
2. Enter the ending number of the range to be deleted in the TO PLU # field, press **ENTER**.

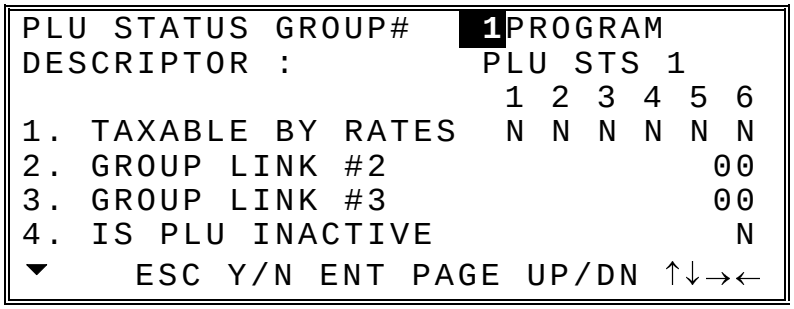


PLU Status Group (PLU Status Link)

PLU Status Groups allow memory to be used more efficiently. In most applications, large groups of PLUs are set with many identical options, while the PLU number, descriptor and price are unique. On the PLU Programming Screen (see "PLU" on page 61) each PLU is assigned its' descriptor, price or prices and a few unique options. The remainder of the PLU options are determined by linking the individual PLU to a PLU Status Group. The PLU Status Group contains all of the detailed programming option selections that might be assigned to an individual PLU. Separate PLU Status Groups can be set up to accommodate the needs of groups of PLUs. Like PLUs, the total number of PLU Status Groups is determined by memory allocation.

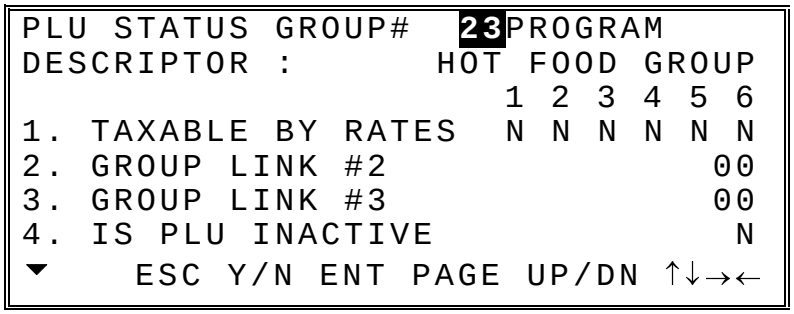
The maximum number of PLU Status Groups available (up to 9999) is determined in memory allocation. (See "Memory Allocation" in "S-Mode Programming".)

1. Select PLU STATUS GROUP from the P-MODE PROGRAMMING MENU to display the PLU STATUS GROUP# PROGRAMMING screen. Data for the first status group displays.

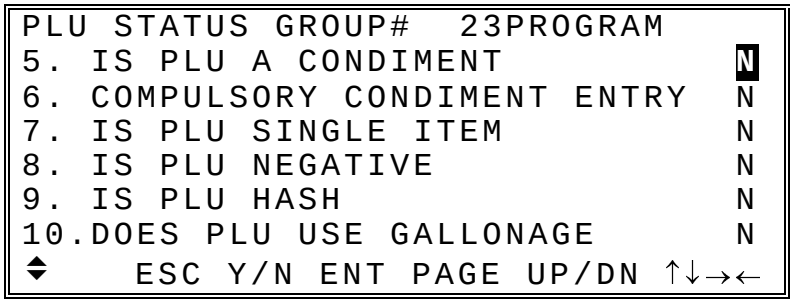

PLU STATUS GROUP# 1PROGRAM
DESCRIPTOR : PLU STS 1
1 2 3 4 5 6
1. TAXABLE BY RATES N N N N N N
2. GROUP LINK #2 00
3. GROUP LINK #3 00
4. IS PLU INACTIVE N
ESC Y/N ENT PAGE UP/DN ↑↓→←

2. Select a PLU status group in one of two ways:

   Type a PLU Status Group number and press **ENTER**.


PLU STATUS GROUP# 23PROGRAM
DESCRIPTOR : HOT FOOD GROUP
1 2 3 4 5 6
1. TAXABLE BY RATES N N N N N N
2. GROUP LINK #2 00
3. GROUP LINK #3 00
4. IS PLU INACTIVE N
ESC Y/N ENT PAGE UP/DN ↑↓→←

   Or, press **PAGE UP** or **PAGE DN** keys to scroll through the PLU STATUS GROUP file sequentially.


PLU STATUS GROUP# 23PROGRAM
5. IS PLU A CONDIMENT N
6. COMPULSORY CONDIMENT ENTRY N
7. IS PLU SINGLE ITEM N
8. IS PLU NEGATIVE N
9. IS PLU HASH N
10.DOES PLU USE GALLONAGE N
ESC Y/N ENT PAGE UP/DN ↑↓→←

4. Press **PAGE DN** to view the additional pages of PLU Status Group options, or Press the ↑ or ↓ to locate the option you wish to set.

```
PLU STATUS GROUP#  23PROGRAM
11.IS PLU FOOD STAMP ELIGIBLE  N
12.IS PLU MEMO                 N
13.IS PLU SCALEABLE            N
14.AUTO SCALE ON THIS PLU      N
15.AUTO TARE# (0-20)          00
16.STOCK PLU                   N
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

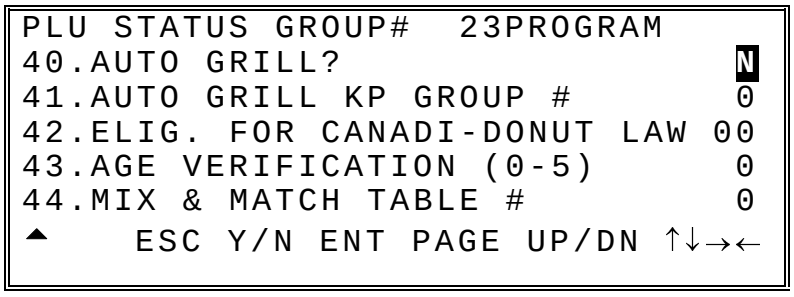
```
PLU STATUS GROUP#  23PROGRAM
17.LINK PLU#      0000000000000
18.PRODUCT MIX #1             00
19.PRODUCT MIX #2             00
20.NEGATIVE INVENTORY          N
21.ALLOW PROMO                 Y
22.ALLOW WASTE                 Y
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
PLU STATUS GROUP#  23PROGRAM
23.ALLOW DISCOUNT?             Y
24.ALLOW SURCHARGE?            Y
25.COMPULSORY VALIDATION       N
26.IS NON-ADD# COMPULSORY?     N
27.PRINT ON KV?                N
28.KITCHEN VIDEO GROUP #      00
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
PLU STATUS GROUP#  23PROGRAM
29.COLOR TO DISP ON KV(0-31)  00
30.PRINT ON KP?                N
                      123456789
31.PRINT ON KP GROUP#  NNNNNNNNN
32.PRINT RED ON KP             N
33.PRINT RED ON RECEIPT        N
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
PLU STATUS GROUP#  23PROGRAM
34.PRINT ON RECEIPT            Y
35.PRINT ON JOURNAL            Y
36.DISPLAY ON REGISTER SCREEN  Y
37.PRINT ON GUEST CHECKS       Y
38.PRT PRICE ON GUEST CHECKS   Y
39.PRT PRICE ON RECEIPT/DETAIL Y
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

5. Press **PAGE DN** to view the last page of PLU Status Group options, or Press the ↑ or ↓ keys to locate the option you wish to set.
6. Select another PLU Status Group to program or press **ESC** to save changes and return to the P-MODE PROGRAMMING MENU screen.


PLU STATUS GROUP# 23PROGRAM
40.AUTO GRILL? N
41.AUTO GRILL KP GROUP # 0
42.ELIG. FOR CANADI-DONUT LAW 00
43.AGE VERIFICATION (0-5) 0
44.MIX & MATCH TABLE # 0
▲ ESC Y/N ENT PAGE UP/DN ↑↓→←

PLU Status Group Program Notes

#	FIELD	Notes
1	**TAXABLE BY RATES (1-6)**	Select Y or N for each tax rate to determine if the appropriate tax(es) is automatically calculated when the item is sold.
2 **3**	**GROUP LINK #2** **GROUP LINK #3**	If you wish to direct PLU sales to more than one group, enter the second or third reporting group for the GROUPS and PLU BY GROUP reports here. Note the following related programs: • See "PLU Programming" on page 61 to program the first reporting group for each PLU. • See "Group" on page 74 to determine whether each individual group adds to the group total on the financial report.
4	**IS PLU INACTIVE**	Select Y if you wish PLUs reported to this group to be inactive (cannot be registered).
5	**IS PLU A CONDIMENT**	Condiments PLUs are different from non-condiment PLUs in the manner they display and print during operations. Non-condiment PLUs are used for "main" items. Condiment items are indented and displayed/printed below a main item so that condiments or cooking instructions are easily understood for each "main" item.
6	**COMPULSORY CONDIMENT ENTRY**	If Y, then a condiment entry must follow the registration of a PLU.

#	FIELD	Notes
7	**IS PLU SINGLE ITEM**	The transaction is finalized automatically when a single item PLU is registers as the first item in a sale.
8	**IS PLU NEGATIVE**	Negative PLUs subtract from a sale, rather than add to a sale.
9	**IS PLU HASH**	HASH PLUs do not affect certain totals in reports. See General Function Option #7 to determine specifically which totals are impacted by HASH PLUs.
10	**DOES PLU USE GALLONAGE**	Gallonage PLUs must be set as open PLUs. The PRICE/HALO must be set as the price per gallon. (The price is set at three decimal places, however the PLU programming screen will always display in a two digit decimal format. For example if a PLU is gallonage, a price of $1.299 per gallon would be set as "12.99".) Gallonage PLUs will report the gallons sold in the activity counter on the PLU report by dividing the PLU total by the price per gallon.
11	**IS PLU FOOD STAMP ELIGIBLE**	A separate itemizer keeps a running total of food stamp eligible items in each transaction. Then if the sale is paid by food stamps, the food stamp eligible subtotal can be recalled.
12	**IS PLU MEMO**	Use Memo PLUs to display a descriptor on the screen or print a descriptor at a printer. Memo PLUs do not add to any total in the *SER-7000*.
13	**IS PLU SCALEABLE**	Choose Y if you wish to multiply items reporting to this group by a weight from a scale connected to the register. Scale weights are entered by pressing the SCALE key.
14	**AUTO SCALE ON THIS PLU**	If Y, registrations of PLUs linked to this group will automatically multiply by the weight placed upon a scale connected to the register.
15	**AUTO TARE# (0-20)**	If Y, the tare # indicated here will automatically subtract from the weight from the scale. See “Scale” on page 95 to preset tare weights.

#	FIELD	Notes
16	**STOCK PLU**	Choose Y if you wish to track PLU stock, where each whole unit PLU activity subtracts a value of "1" from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained in increments to the second decimal position, i.e. "X.XX".) See "PLU Stock" on page 188 for more information.
17	**LINK PLU#**	If you wish the registration of the PLU assigned to this PLU status group to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically here.
18 19	**PRODUCT MIX #1** **PRODUCT MIX #2**	If you are using product mix reporting, enter the number of the product mix item or items here. Note the following related programs and activities: • See "Product Mix Groups" on page 180 to set up product mix items. • See "PLU Programming" on page 61 to enter the number of pieces to be counted to the product mix item with each activity. • See Report #35, Product Mix Report to report product mix item usage. • See Report #36, Product Projections for a history of each item's sales by day of week.
20	**NEGATIVE INVENTORY**	Use this option only if you are using the recipe and ingredient inventory system and you are using PLUs to designate subtractions from a menu item. For example, a PLU may be designated "No Cheese" by designating a PLU to print this instruction. By assigning the "No Cheese" PLU to a PLU Status Group with this setting at Y (yes), the inventory records for cheese will be maintained correctly.
21	**ALLOW PROMO**	Choose Y if you wish to allow the PROMO operation, i.e. buy two, get one free. PROMO activity will remove the item cost from the sale, but the count will include the promo item.

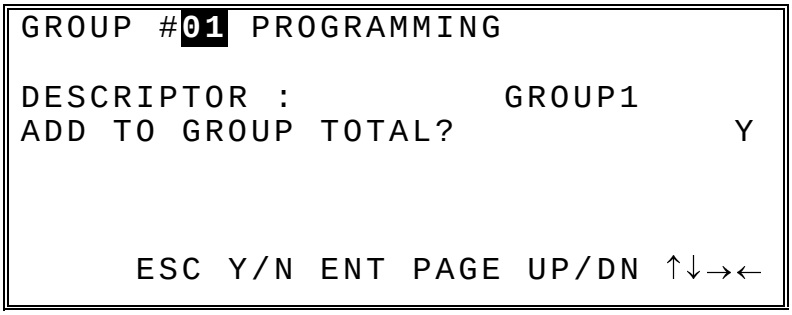
#	FIELD	Notes
22	**ALLOW WASTE**	If Y, the WASTE function is allowed on PLUs reporting to this group.
23	**ALLOW DISCOUNT**	If Y, the operation of an item discount after registration of a PLU reporting to this group is allowed.
24	**ALLOW SURCHARGE**	If Y, the operation of an item surcharge after registration of a PLU reporting to this group is allowed.
25	**COMPULSORY VALIDATION**	If Y, validation must be performed after registration of a PLU reporting to this group before any other register activity is allowed.
26	**IS NON-ADD# COMPULSORY?**	If Y, a numeric entry must be made into the Non-Add # key before registration of a PLU reporting to this group is allowed
27	**PRINT ON KV?**	Select Y if PLUs in this group are to be sent to a kitchen video.
28	**KITCHEN VIDEO GROUP#**	Select the kitchen video group to which PLUs in this group are to be sent. Condiment PLUs with a "0" status here will "follow" the last main item.
29	**COLOR TO DISP ON KV (0-31)**	The color code set here will control the color or screen format displayed on an optional kitchen video system requisition screen. Color codes vary by KVS system. Refer to the documentation for your video system for specific information.
30	**PRINT ON KP?**	Select Y if PLUs in this group are to be sent to a kitchen printer.
31	**PRINT ON KP GROUP#**	Select the kitchen printer group or groups to which PLUs in this group are to be sent.
32	**PRINT RED ON KP**	Set to Y if you wish PLUs in this group to print in red on the kitchen printer, i.e. condiments might be printed red. Red/black printer must be used.
33	**PRINT RED ON RECEIPT**	Set to Y if you wish PLUs in this group to print in red on the receipt. Red/black printer must be used.
34	**PRINT ON RECEIPT**	Must be set to Y for PLUs in this group to print on the receipt.
35	**PRINT ON JOURNAL**	Must be set to Y for PLUs in this group to print on the journal or collect in the electronic journal.

#	FIELD	Notes
36	**DISPLAY ON REGISTER SCREEN**	Set to N if you wish the registration of PLUs in this group not to display on the register operator screen.
37	**PRINT ON GUEST CHECKS**	Must be set to Y for PLUs in this group to print on the guest check.
38	**PRT PRICE ON GUEST CHECKS**	Prints the descriptor only, rather than descriptor and price on guest checks.
39	**PRT PRICE ON RECEIPT/DETAIL**	Prints descriptor only, rather than descriptor and price on receipt and detail.
40	**AUTO GRILL?**	Select Y for this option to send items in this group to the kitchen printer designated in the next field. Items are sent with a one-item delay (at the next item or at subtotal.)
41	**AUTO GRILL KP GROUP#**	Enter the kitchen printer number for printing of auto grill items.
42	**ELIGIBLE FOR CANADI-DONUT LAW**	Special Provincial or State sales tax laws might change the taxable status of an item depending upon the quantity sold. Donuts, for example, might be taxable when sold individually at a bakery, but be non-taxable when sold by the dozen. In such a case select Y in this field, and also select Y to the appropriate tax status. Also, set tax option #3 (see "Tax Options" on page 107) with the quantity at which you wish tax to be exempted, for example 12. Registration of PLUs reported to this status group will charge tax until the quantity with the transaction reaches 12. When 12 or more are registered, all will be sold without tax.
43	**AGE VERIFICATION (0-5)**	Enter 1-5 to set the age category. The operator will be forced to enter a date of birth that indicates an age higher than the age of this category before items assigned to this group can be entered. See "Age Verification" on page 207 to set the minimum age for each of up to 5 categories.
44	**MIX & MATCH TABLE #**	

Group

Groups are designated to accumulate PLU sales for convenient reporting totals. A PLU can send its' sales information to up to 3 groups. Group Link #1 is set in PLU programming. Group Links #2 and #3 are set in PLU Status Group programming.

This program allows you to set up the groups that PLU sales will report to. There are 99 groups. Here you can program the group descriptor that appears on reports, and you can determine whether that group will add to the total of all groups that appears at the end of the Group report.



1. Select GROUP from the P-MODE PROGAMMING MENU to view the GROUP PROGRAMMING screen.
2. Select the group you wish to program by typing the group number and pressing **ENTER**, or by pressing **PAGE UP** or **PAGE DN** until the appropriate group displays.
3. Enter a descriptor of up to 12 characters in the descriptor field.
4. Select Y or N at the "Do Not add to Group Total?" field. Press **ENTER** to set the field and advance to the next group.
5. Press **ESC** to return to the P-MODE PROGAMMING MENU.

Function Key

Function key options vary by key. Since function keys may exist on different levels of the keyboard, or they may only be accessed through WLUs, they may be addressed for programming by directly pressing the key, or by entering the function key code number.

In this chapter you will find:

- A "Function Key Program Summary" on page 76 with a list of functions and their codes.
- A sample of program screens for each function key. (Sample screens for keys with only descriptor programming and X-mode security are not shown.)

Note: Although each 12 character function key descriptor is set here, if a function key appears on the financial or employee report, the descriptor that prints on the report may be set separately. See "Report Descriptors" on page 142 to set descriptors for function keys that appear on the financial or employee report. See "Report Printing Options" on page 124 to determine which descriptors are used on reports.

1. Select FUNCTION KEY from the P-Mode menu to display the FUNCTION KEY PROGRAMMING Screen.
2. Select a function to program.
3. The programming option screen for the function will display.

```
FUNCTION KEY #___ PROGRAMMING

• PRESS THE KEY TO BE PROGRAMMED
• ENTER KEY NUMBER – [ENTER]
• PRESS ENTER TO VIEW KEY LIST
• PRESS WLU WHERE THE FUNCTION
  IS   LOCATED AND SELECT THE
  APPROPRIATE FUNCTION KEY
```

Function Key Program Summary

Code# & Function	Programmability
1. NUMERIC 1	Descriptor
2. NUMERIC 2	Descriptor
3. NUMERIC 3	Descriptor
4. NUMERIC 4	Descriptor
5. NUMERIC 5	Descriptor
6. NUMERIC 6	Descriptor
7. NUMERIC 7	Descriptor
8. NUMERIC 7	Descriptor
9. NUMERIC 9	Descriptor
10. NUMERIC 0	Descriptor
11. NUMERIC 00	Descriptor
12. NUMERIC 000	Descriptor
13. ADD CHECK	Descriptor & X-Mode Control
14. BACK SPACE	Descriptor
15. BOLD	Descriptor
16. CANCEL	See program screen on page 79
17. CAPS	Descriptor
18. CASH	See program screen on page 79
19. TIP DECLARE	See program screen on page 98
20.	
21. CHECK	See program screen on page 80
22. CHECK CASH	See program screen on page 81
23. CHECK ENDORSE	See program screen on page 81
24. CLEAR	Descriptor
25. CONTINUE	Descriptor
26. CURR. CONV. 1	See program screen on page 82
27. CURR. CONV. 2	See program screen on page 82
28. CURR. CONV. 3	See program screen on page 82
29. CURR. CONV. 4	See program screen on page 82
30. CURR. CONV. 5	See program screen on page 82
31. CURSOR DOWN (↓)	Descriptor
32. CURSOR LEFT (←)	Descriptor
33. CURSOR RIGHT (→)	Descriptor
34. CURSOR UP (↑)	Descriptor
35. DECIMAL (.)	Descriptor
36. DELETE	Descriptor
37. DONE	Descriptor
38. DRIVE THRU	See program screen on page 83
39. EAT-IN	See program screen on page 83
40. EMPLOYEE	Descriptor
41. EMPLOYEE 1	Descriptor
42. EMPLOYEE 2	Descriptor
43. EMPLOYEE 3	Descriptor
44. EMPLOYEE 4	Descriptor
45. EMPLOYEE 5	Descriptor
46. EMPLOYEE 6	Descriptor
47. EMPLOYEE 7	Descriptor
48. EMPLOYEE 8	Descriptor

Code# & Function	Programmability
49. EMPLOYEE 9	Descriptor
50. EMPLOYEE 10	Descriptor
51. ENTER	Descriptor
52. ERR.CORR	See program screen on page 83
53. FD STMP SHIFT	Descriptor
54. FD STMP SBTL	Descriptor
55. FD STMP TEND	See program screen on page 84
56. GUEST #	See program screen on page 84
57. HOLD	Descriptor & X-Mode Control
58. INACTIVE (CAN RE-USE)	Descriptor
59. KEYBOARD LEVEL 1	Descriptor & X-Mode Control
60. KEYBOARD LEVEL 2	Descriptor & X-Mode Control
61. KEYBOARD LEVEL 3	Descriptor & X-Mode Control
62. KEYBOARD LEVEL 4	Descriptor & X-Mode Control
63. KEYBOARD LEVEL 5	Descriptor & X-Mode Control
64. LIST CHECK 1	Descriptor & X-Mode Control
65. LIST CHECK 2	Descriptor & X-Mode Control
66. LIST CHECK 3	Descriptor & X-Mode Control
67. LIST CHECK 4	Descriptor & X-Mode Control
68. MACRO OFF	Descriptor & X-Mode Control
69. MACRO P	Descriptor & X-Mode Control
70. MACRO PAUSE	Descriptor & X-Mode Control
71. MACRO R	Descriptor & X-Mode Control
72. MAC5RO S	Descriptor & X-Mode Control
73. MACRO SET	Descriptor & X-Mode Control
74. MACRO VOID	Descriptor & X-Mode Control
75. MACRO X	Descriptor & X-Mode Control
76. MACRO Z	Descriptor & X-Mode Control
77. MACRO 1	See program screen on page 84
78. MACRO 2	See program screen on page 84
79. MACRO 3	See program screen on page 84
80. MACRO 4	See program screen on page 84
81. MACRO 5	See program screen on page 84
82. MACRO 6	See program screen on page 84
83. MACRO 7	See program screen on page 84
84. MACRO 8	See program screen on page 84
85. MACRO 9	See program screen on page 84
86. MACRO 10	See program screen on page 84
87. MACRO 11	See program screen on page 84
88. MACRO 12	See program screen on page 84
89. MACRO 13	See program screen on page 84
90. MACRO 14	See program screen on page 84
91. MACRO 15	See program screen on page 84
92. MACRO 16	See program screen on page 84
93. MACRO 17	See program screen on page 84
94. MACRO 18	See program screen on page 84
95. MACRO 19	See program screen on page 84
96. MACRO 20	See program screen on page 84
97. MACRO 21	See program screen on page 84

Code# & Function	Programmability
98. MACRO 22	See program screen on page 84
99. MACRO 23	See program screen on page 84
100. MACRO 24	See program screen on page 84
101. MACRO 25	See program screen on page 84
102. MACRO 26	See program screen on page 84
103. MACRO 27	See program screen on page 84
104. MACRO 28	See program screen on page 84
105. MACRO 29	See program screen on page 84
106. MACRO 30	See program screen on page 84
107. MACRO 31	See program screen on page 84
108. MACRO 32	See program screen on page 84
109. MACRO 33	See program screen on page 84
110. MACRO 34	See program screen on page 84
111. MACRO 35	See program screen on page 84
112. MACRO 36	See program screen on page 84
113. MACRO 37	See program screen on page 84
114. MACRO 38	See program screen on page 84
115. MACRO 39	See program screen on page 84
116. MACRO 40	See program screen on page 84
117. MACRO #	Descriptor
118. MDSE RETURN	See program screen on page 86
119. MISC TEND 1	See program screen on page 87
120. MISC TEND 2	See program screen on page 87
121. MISC TEND 3	See program screen on page 87
122. MISC TEND 4	See program screen on page 87
123. MISC TEND 5	See program screen on page 87
124. MISC TEND 6	See program screen on page 87
125. MISC TEND 7	See program screen on page 87
126. MISC TEND 8	See program screen on page 87
127. MISC TEND 9	See program screen on page 87
128. MISC TEND 10	See program screen on page 87
129. MISC TEND 11	See program screen on page 87
130. MISC TEND 12	See program screen on page 87
131. MISC TEND 13	See program screen on page 87
132. MISC TEND 14	See program screen on page 87
133. MISC TEND 15	See program screen on page 87
134. MISC TEND 16	See program screen on page 87
135. MISC TEND#	Descriptor
136. MODIFIER 1	See program screen on page 88
137. MODIFIER 2	See program screen on page 88
138. MODIFIER 3	See program screen on page 88
139. MODIFIER 4	See program screen on page 88
140. MODIFIER 5	See program screen on page 88
141. MODIFIER 6	See program screen on page 88
142. MODIFIER 7	See program screen on page 88
143. MODIFIER 8	See program screen on page 88
144. MODIFIER 9	See program screen on page 88
145. MODIFIER 10	See program screen on page 88
146. NEXT RECORD	Descriptor
147. #/NO SALE	See program screen on page 89

Code# & Function	Programmability
148. P/BAL	See program screen on page 89
149. PAGE DOWN	Descriptor
150. PAGE UP	Descriptor
151. PAID OUT 1	See program screen on page 89
152. PAID OUT 2	See program screen on page 89
153. PAID OUT 3	See program screen on page 89
154. PAID OUT 4	See program screen on page 89
155. PAID OUT 5	See program screen on page 89
156. PAID RECALL	Descriptor & X-Mode Control
157. %1	See program screen on page 90
158. %2	See program screen on page 90
159. %3	See program screen on page 90
160. %4	See program screen on page 90
161. %5	See program screen on page 90
162. %6	See program screen on page 90
163. %7	See program screen on page 90
164. %8	See program screen on page 90
165. %9	See program screen on page 90
166. %10	See program screen on page 90
167. PLU	Descriptor
168. PREV. RECORD	Descriptor
169. PRICE INQ	Descriptor
170. PRICE LVL1	Descriptor & X-Mode Control
171. PRICE LVL2	Descriptor & X-Mode Control
172. PRICE LVL3	Descriptor & X-Mode Control
173. PRICE LVL4	Descriptor & X-Mode Control
174. PRICE LVL5	Descriptor & X-Mode Control
175. PRICE LVL6	Descriptor & X-Mode Control
176. PRICE LVL7	Descriptor & X-Mode Control
177. PRICE LVL8	Descriptor & X-Mode Control
178. PRICE LVL9	Descriptor & X-Mode Control
179. PRICE LVL10	Descriptor & X-Mode Control
180. PRICE LVL11	Descriptor & X-Mode Control
181. PRICE LVL12	Descriptor & X-Mode Control
182. PRICE LVL13	Descriptor & X-Mode Control
183. PRICE LVL14	Descriptor & X-Mode Control
184. PRICE LVL15	Descriptor & X-Mode Control
185. PRICE LVL16	Descriptor & X-Mode Control
186. PRICE LVL17	Descriptor & X-Mode Control
187. PRICE LVL18	Descriptor & X-Mode Control
188. PRICE LVL19	Descriptor & X-Mode Control
189. PRICE LVL20	Descriptor & X-Mode Control
190. PRINT	See program screen on page 92
191. PRINT CHECK	See program screen on page 92
192. PRINT HOLD	Descriptor & X-Mode Control
193. PROMO	See program screen on page 93
194. PRINT SCREEN	Descriptor
195. QUIT	Descriptor
196. RECEIPT ON/OFF	Descriptor
197. RECALL CHECK 1	See program screen on page 93

Code# & Function	Programmability
198. RECALL CHECK 2	See program screen on page 93
199. RECALL CHECK 3	See program screen on page 93
200. RECALL CHECK 4	See program screen on page 93
201. RECD ACCT 1	See program screen on page 89
202. RECD ACCT 2	See program screen on page 89
203. RECD ACCT 3	See program screen on page 89
204. RECD ACCT 4	See program screen on page 89
205. RECD ACCT 5	See program screen on page 89
206. RECEIPT	Descriptor
207. REPEAT	Descriptor & X-Mode Control
208. SCALE	See program screen on page 95
209. SEAT #	Descriptor & X-Mode Control
210. SHIFT	Descriptor
211. SPLIT ITEM	Descriptor & X-Mode Control
212. SPLIT PAYMENT	Descriptor & X-Mode Control
213. STOCK INQ	Descriptor
214. STORE CHECK 1	See program screen on page 96
215. STORE CHECK 2	See program screen on page 96
216. STORE CHECK 3	See program screen on page 96
217. STORE CHECK 4	See program screen on page 96
218. SUBTOTAL	Descriptor
219. TABLE # 1	Descriptor
220. TABLE # 2	Descriptor
221. TABLE # 3	Descriptor
222. TABLE # 4	Descriptor
223. TAKE-OUT	See program screen on page 83
224. TAX EXEMPT	See program screen on page 97
225. TAX SHIFT 1	Descriptor
226. TAX SHIFT 2	Descriptor
227. TAX SHIFT 3	Descriptor
228. TAX SHIFT 4	Descriptor
229. TAX SHIFT 5	Descriptor
230. TAX SHIFT 6	Descriptor
231. TIME IN/OUT	See program screen on page 97
232. TIP 1	See program screen on page 97
233. TIP 2	See program screen on page 97
234. TIP 3	See program screen on page 97
235. TRANS CHK1	Descriptor & X-Mode Control

Code# & Function	Programmability
236. TRANS CHK2	Descriptor & X-Mode Control
237. TRANS CHK3	Descriptor & X-Mode Control
238. TRANS CHK4	Descriptor & X-Mode Control
239. TRAY SUBTOTAL	See program screen on page 98
240. VALIDATE	Descriptor
241. VOID ITEM	See program screen on page 99
242. WASTE	See program screen on page 99
243. WLU	Descriptor & X-Mode Control
244. X/TIME	See program screen on page 99
245. YES/NO	Descriptor
246. PARK ORDER	Descriptor & X-Mode Control
247. SERVE ORDER	Descriptor & X-Mode Control
248. KP ROUTING	See program screen on page 85
249. SPLIT CHECK	Descriptor
250. ALPHA TEXT	Descriptor
251. NOT FOUND PLU	See program screen on page 89
252. NEXT DOLLAR	Descriptor
253. PRINT ALL	Descriptor
254.	
255.	
256.	
257.	
258.	
259.	
260.	
261.	
262.	
263.	
264.	
265.	
266.	
267.	
268.	
269.	
270.	

Cancel

```
FUNC. KEY #016 PROGRAMMING
DEFAULT DESC:        CANCEL
DESCRIPTOR:          CANCEL
HALO (0:NO LIMIT)        00000.00
ACTIVE IN X ONLY                N
COMPULSORY VALIDATION           N
PRINT RECEIPT                   Y
     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Cash

```
FUNC. KEY #018 PROGRAMMING
DEFAULT DESC :       CASH
DESCRIPTOR :         CASH
HALO (0=NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
OPEN DRAWER                     Y
▼    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #018 PROGRAMMING
COMPULSORY VALIDATION           N
AMOUNT TENDER COMPULSORY        N
DISABLE UNDER TENDERING         N
UNDER TENDERING IN X ONLY       N
COIN CHANGER PORT# (0-4)        0

▲    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Cash Key Program Note

FIELD	Notes
COIN CHANGER PORT# (0-4)	Enter the number of the serial port to which the coin changer is attached.

Check

```
FUNC. KEY #021 PROGRAMMING
DEFAULT DESC :       CHECK
DESCRIPTOR :         CHECK
HALO (0=NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
OPEN DRAWER                    Y
▼    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #021 PROGRAMMING
COMPULSORY VALIDATION          N
COMPULSORY CHECK ENDORSEMENT   N
AMOUNT TENDER COMPULSORY       N
DISABLE UNDER TENDERING        N
UNDER TENDERING IN X ONLY      N
NON-ADD# ENTRY COMPULSORY      N
▲▼   ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #021 PROGRAMMING
HALO : Y=CHANGE/N=TENDER       N
COIN CHANGER PORT# (0-4)       0




▲    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Check Key Program Note

FIELD	Notes
COIN CHANGER PORT# (0-4)	Enter the number of the serial port to which the coin changer is attached.

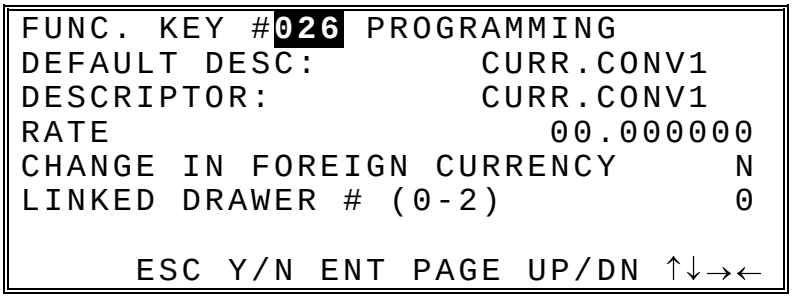
Check Cash

```
FUNC. KEY #022 PROGRAMMING
DEFAULT DESC:        CHECK CASH
DESCRIPTOR:          CHECK CASH
HALO (0:NO LIMIT)        00000.00
ACTIVE IN X ONLY                N
ALLOW HALO OVERRIDE IN X ONLY   N
COMPULSORY VALIDATION           N
     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Check Endorse

```
FUNC. KEY #023 PROGRAMMING
DEFAULT DESC:        CHK ENDORSE
DESCRIPTOR:          CHK ENDORSE
PRINTING PORT# (0-4)            0




     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Currency Conversion 1-5



Currency Conversion Key Program Notes

FIELD	Notes
RATE	The value of foreign currency can be express in two ways: foreign currency in US dollars, and the inverse, US dollars in foreign currency. For example a Canadian dollar may be worth $.70 US. The inverse of that value statement would be that a US dollar is worth $1.428571 Canadian dollars. Look for the rate expressed as US dollars in foreign currency (i.e. $1.428571 as in the example above) and enter that value in this field. Note: this field can contain 8 digits, with the decimal in any position. For example, you can enter 4 digits, the decimal, and four fractional digits.
CHANGE IN FOREIGN CURRENCY	Select whether any change from an over-tender is issued in foreign currency (Y) or home currency (N).
LINKED DRAWER # (0-3)	Select the drawer to be opened on foreign currency tender transactions.

Drive Thru/Eat In/Take Out

Shown below is a sample screen showing the identical function options for all the functions listed above:

```
FUNC. KEY #038 PROGRAMMING
DEFAULT DESC :       DRIVE THRU
DESCRIPTOR :         DRIVE THRU
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
COMPULSORY VALIDATION?          N
KP PERIOD OVERRIDE(0=NO OVER)   0
     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Drive Thru/Eat In/Take Out Key Program Notes

FIELD	Notes
KP PERIOD OVERRIDE (0=NO OVER)	Entry of a KP Group here allows kitchen printer routing based upon destination (Eat-in/Take-out/Drive thru). Selection of a KP Group here would also override KP Time Period programs. Enter 0 for no override.

Error Correct

```
FUNC. KEY #052 PROGRAMMING
DEFAULT DESC:        ERR.CORR.
DESCRIPTOR:          ERR.CORR.
HALO (0:NO LIMIT)        00000.00
ACTIVE IN X ONLY                N
COMPULSORY VALIDATION           N

     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Food Stamp Tend

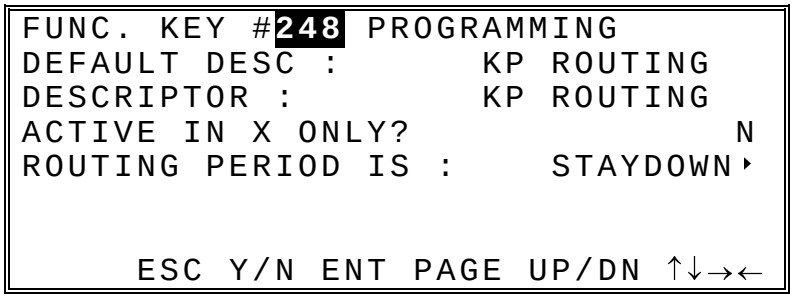
```
FUNC. KEY #055 PROGRAMMING
DEFAULT DESC :       FD/S TEND
DESCRIPTOR :         FD/S TEND
HALO (0=NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
OPEN DRAWER                     Y
▼    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #055 PROGRAMMING
ALLOW DECIMAL ENTRY             N
FOOD STAMP CHANGE IS CASH       N
ALLOW OVER TENDER               N




▲    ESC Y/N ENT PAGE UP/DN ↑↓→←
```

Guest

```
FUNC. KEY #056 PROGRAMMING
DEFAULT DESC:        GUEST #
DESCRIPTOR:          GUEST #
COMP AFTER BEGINNING OF CHECK  N
COMPULSORY FOR ALL SALES       N
PRINT ON KP                    N
PRINT ON RECEIPT               N
     ESC Y/N ENT PAGE UP/DN ↑↓→←
```

KP Routing


FUNC. KEY #248 PROGRAMMING
DEFAULT DESC : KP ROUTING
DESCRIPTOR : KP ROUTING
ACTIVE IN X ONLY? N
ROUTING PERIOD IS : STAYDOWN
ESC Y/N ENT PAGE UP/DN ↑↓→←

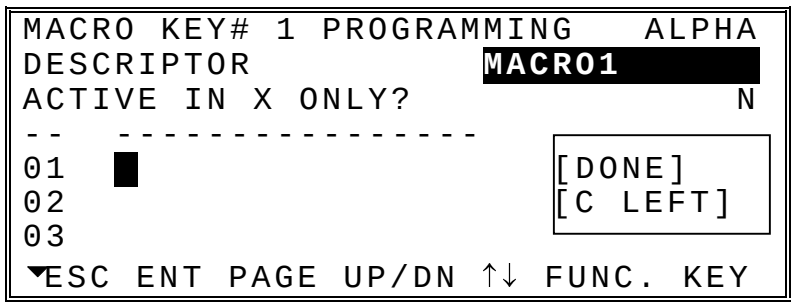
KP Routing Key Program Note

FIELD	Notes
ROUTING PERIOD IS	The **KP ROUTING** key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN, TRANS (transaction), POP UP or ITEM POP up operation.

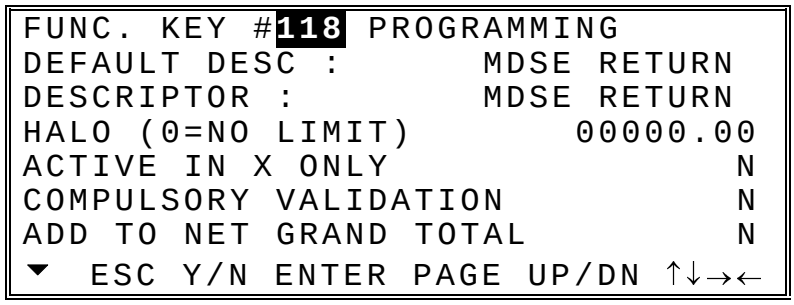
Macro 1-40

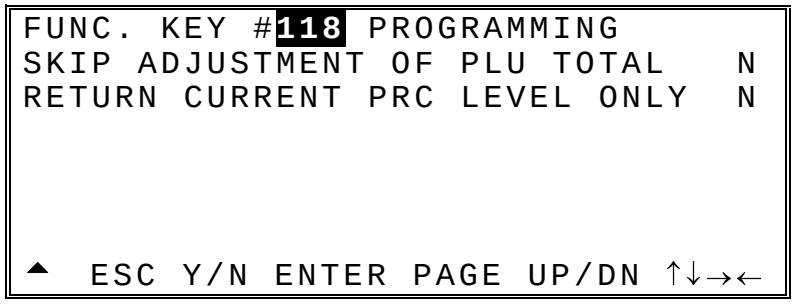
Each Macro can execute up to 50 keystrokes.

1. Press keys to be recorded in the macro sequence.
2. Press the **PAGE UP** or **PAGE DN** keys to view the entire macro, if necessary.
3. Press **ESC** to exit the function key program.



Mdse Return


FUNC. KEY #118 PROGRAMMING
DEFAULT DESC : MDSE RETURN
DESCRIPTOR : MDSE RETURN
HALO (0=NO LIMIT) 00000.00
ACTIVE IN X ONLY N
COMPULSORY VALIDATION N
ADD TO NET GRAND TOTAL N
ESC Y/N ENTER PAGE UP/DN ↑↓→←



Misc Tend 1-16

```
FUNC. KEY #119 PROGRAMMING
DEFAULT DESC :       MISC TEND1
DESCRIPTOR :         MISC TEND1
HALO (0=NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
OPEN DRAWER                    Y
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #119 PROGRAMMING
COMPULSORY VALIDATION          N
AMOUNT TENDER COMPULSORY       N
DISABLE UNDER TENDERING        N
UNDER TENDERING IN X ONLY      N
NON-ADD# ENTRY COMPULSORY      N
ALLOW OVER TENDER              N
▲▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #119 PROGRAMMING
COIN CHANGER PORT# (0-4)       0
CONNECT EFT TERMINAL           N
EFT TERMINAL TRANSACT KEY(0-9) 0




▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Misc Tend Key Program Note

FIELD	Notes
COIN CHANGER PORT# (0-4)	Enter the number of the serial port to which the coin changer is attached.
CONNECT EFT TERMINAL	Reserved for future use.
EFT TERMINAL TRANSACTION KEY (0-9)	Reserved for future use.

Modifier 1-10

```
FUNC. KEY #136 PROGRAMMING
DEFAULT DESC :      MODIFIER1
DESCRIPTOR :        MODIFIER1
ACTIVE IN X ONLY                N
MODIFY DESC ONLY(NOT PLU#)      N
PRINT DESC ON GUEST CHECK       Y
PRINT DESC ON RECEIPT           Y
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #136 PROGRAMMING
PRINT DESC ON KP                Y
AFFECT DIGIT 1-14 OF PLU#      00
VALUE OF AFFECTED DIGIT(0-9)    0



▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Modifier Key Program Notes

FIELD	Notes
AFFECT DIGIT 1-14 OF PLU#	Preceding a PLU with a Size and/or Modifier key manipulates the PLU code assigned to the PLU key, causing a different PLU to be registered when the PLU key is pressed. Enter the digit of the PLU number you wish to be changed when using this key. (Digit #1 is the rightmost digit; digit #14 is the leftmost digit.)
VALUE OF AFFECTED DIGIT (0-9)	Enter the value you wish to be added in the digit position selected. For example, if you wish to affect PLU digit #4 with a value of 1, then pressing this modifier key prior to the registration of PLU #17 will result in the registration of PLU #1017.

Not Found PLU

```
FUNC. KEY #251 PROGRAMMING
DEFAULT DESC :      NOTFOUND PLU
DESCRIPTOR :        NOTFOUND PLU
SKIP IN NOT FOUND PLU REGISTRATE
  GROUP LINK #1                N
  DESCRIPTOR                   N

   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

#/No Sale

```
FUNC. KEY #147 PROGRAMMING
DEFAULT DESC :      #/NOSALE
NOSALE DESCRIPTOR : #/NOSALE
HALO DIGITS FOR NON-ADD(0-14) 00
ALLOW NOSALE FUNCTION         Y
ALLOW NON-ADD FUNCTION        Y
NOSALE IN X ONLY              N
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #147 PROGRAMMING
NOSALE INACT AFT NON-ADD ENTRY Y
COMP. VALIDATION ON NOSALE     N
COMP. NON-ADD AT BEGIN OF SALE N
NON-ADD# MUST MATCH HALO       N
NOSALE : PRINT ON RECEIPT      N

▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

P/Bal

```
FUNC. KEY #148 PROGRAMMING
DEFAULT DESC :      P/BAL
DESCRIPTOR :        P/BAL
MUST BE ENTERED SALE START     N
COMPULSORY P/BAL               N


   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Paid Out 1-5/Recd Acct 1-5

Shown below is a sample screen showing the identical function options for all the functions listed above:

```
FUNC. KEY #151 PROGRAMMING
DEFAULT DESC :       PAID OUT1
DESCRIPTOR :         PAID OUT1
HALO (0:NO LIMIT)        00000.00
ACTIVE IN X ONLY                N
COMPULSORY VALIDATION           N

   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

%1 - %10

```
FUNC. KEY #157 PROGRAMMING
DEFAULT DESC :       %1
DESCRIPTOR :         %1
HALO/RATE                    00.000
                      1 2 3 4 5 6
TAXABLE :             N N N N N N
FUNCTION IS INACTIVE             N
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #157 PROGRAMMING
FUNCTION IS ACTIVE IN X ONLY   N
FUNCTION : Y=SALE/N=ITEM       N
FUNCTION : Y=AMOUNT/N=PERCENT  N
FUNCTION : Y=PLUS/N=MINUS      N
FUNCTION : Y=PRESET/N=OPEN     N
COMPULSORY VALIDATION          N
▲▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #157 PROGRAMMING
ALLOW PRESET OVERRIDE          N
PRESET OVERRIDE IN X ONLY      N
FUNCTION NETS ITEM TOTAL       N
IS FOOD STAMP ELIGIBLE         N
MULTIPLE SALE COUPONS W/O SBTL N
ONLY ONE DISCOUNT PER TRANS    N
▲▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #157 PROGRAMMING
KEY IS "DO IT" DISCOUNT
FUNCTION?      N




▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

% Key Program Note

FIELD	Notes
KEY IS "DO IT" DISCOUNT FUNCTION?	If a tender is short of the amount due, the operator has the option of accepting the amount tendered thus far as total payment for the transaction. Press the % key programmed with the "do it" function to finalize the sale with an amount still due. The amount due that is forgiven will be added to this key total.

Price Inquiry/Stock Inquiry

```
FUNC. KEY #169 PROGRAMMING
DEFAULT DESC :       PRICE INQ
DESCRIPTOR :         PRICE INQ
ACTIVE IN X ONLY?                N
FUNC IS : Y=STAY DOWN/N=POP UP N


   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Price Inquiry Program Note

FIELD	Notes
Y=Stay Down/N=Pop Up	If a Stay Down, when a second PLU is registered after a stock or price inquiry, the result will be an inquiry on the second item. If Pop Up, when a second PLU is registered after a stock or price inquiry, the result will be the registration of the item rather than an inquiry for the item.

Print

```
FUNC. KEY #190 PROGRAMMING
DEFAULT DESC :       PRINT
DESCRIPTOR :         PRINT
OUTPUT PRINTER # (0-40)       00


   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Print Check

```
FUNC. KEY #191 PROGRAMMING
DEFAULT DESC :       PRINT CHECK
DESCRIPTOR :         PRINT CHECK
PRT CHK AUTOMATIC SERVICE CHK? N
PRINT CONSEC# ON GUEST CHECK?  Y


   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Promo

```
FUNC. KEY #193 PROGRAMMING
DEFAULT DESC :       PROMO
DESCRIPTOR :         PROMO
                      1 2 3 4 5 6
TAXABLE :             Y Y Y Y Y Y
ACTIVE IN X ONLY                N

   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Recall Check 1-4

```
FUNC. KEY #197 PROGRAMMING
DEFAULT DESC :       RECALL CHK1
DESCRIPTOR :         RECALL CHK1
ACTIVE IN X ONLY                N
ENFORCE SEAT#                   N
TABLE ENTRY REQUIRED            N
MULTIPLE CHECKS FOR EACH TABLE Y
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #197 PROGRAMMING
GUEST COUNT ENTRY REQUIRED      N
COMPULSORY FOR ALL SALES        N
ASSIGNED BY REGISTER            N
OPENING EMP. HAS EXCL. ACCESS   Y
PRINT CHECK ON RECEIPT          N
PRINT CHECK ON JOURNAL          N
▲▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #197 PROGRAMMING
PRINT CHECK ON KP               N
DRIVE THRU FEATURE ENABLED      N
PRT RCPT AFTER STORE CHECK      N
LENGTH OF CHECK# (0-10)        00
SCAN CHECK#?                    N

▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Recall Check Key Program Note

FIELD	Notes
DRIVE THRU FEATURE ENABLED?	Set to Y if the tracking file is used for drive thru windows in fast food operations. In this case, the recall key will automatically recall the lowest tracking number from the appropriate tracking file. Note: see "Store Check 1-4" on page 96. You must also set the appropriate Store Check key with the drive thru option enabled.
SCAN CHECK#	Allows use of scanner to enter check number.

Scale

Select "SET TARE WEIGHTS" and press ENTER to access the TARE WEIGHT PROGRAMMING screen.

```
FUNC. KEY #208 PROGRAMMING
DEFAULT DESC :       SCALE
DESCRIPTOR :         SCALE
ACTIVE IN X ONLY                N
INHIBIT TARE WEIGHT ENTRY       N
TARE ENTRY IN X ONLY            N
TARE ENTRY IS COMPULSORY        N
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #208 PROGRAMMING
WEIGHT SYMBOL : Y=kg/N=lb       N

SET TARE WEIGHTS▸



▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
TARE WEIGHT PROGRAMMING
TARE01    00.00    TARE 06   00.00
TARE02    00.00    TARE 07   00.00
TARE03    00.00    TARE 08   00.00
TARE04    00.00    TARE 09   00.00
TARE05    00.00    TARE 10   00.00
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
TARE WEIGHT PROGRAMMING
TARE11    00.00    TARE 16   00.00
TARE12    00.00    TARE 17   00.00
TARE13    00.00    TARE 18   00.00
TARE14    00.00    TARE 19   00.00
TARE15    00.00    TARE 20   00.00
▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Store Check 1-4

```
FUNC. KEY #214 PROGRAMMING
DEFAULT DESC :       STORE CHK1
DESCRIPTOR :         STORE CHK1
HALO (0:NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          N N N N N N
ACTIVE IN X ONLY                N
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #214 PROGRAMMING
COMPULSORY VALIDATION           N
NON-ADD# COMPULSORY             N
PRINT ON RECEIPT                Y
PRINT ON JOURNAL                Y
NEGATIVE BALANCE IN X ONLY      N
HARD CHECK PRINTER# (0-40)     00
▲▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
FUNC. KEY #214 PROGRAMMING
ENABLE DRIVE THROUGH OPTION     N




▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Store Check Key Program Note

FIELD	Notes
ENABLE DRIVE THROUGH OPTION	Set to Y if the tracking file is used for fast food operations. In this case, the store key will automatically assign the next tracking number from the appropriate tracking file and store the transaction. Note: see "Recall Check 1-4" on page 93. You must also set the appropriate Recall Check key with the drive thru option enabled.

Tax Exempt

```
FUNC. KEY #224 PROGRAMMING
DEFAULT DESC :       TAX EXEMPT
DESCRIPTOR :         TAX EXEMPT
HALO (0:NO LIMIT)        00000.00
                      1 2 3 4 5 6
EXEMPT TAX :          Y Y Y Y Y Y
NON-ADD# COMPULSORY             N
   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Time In/Out

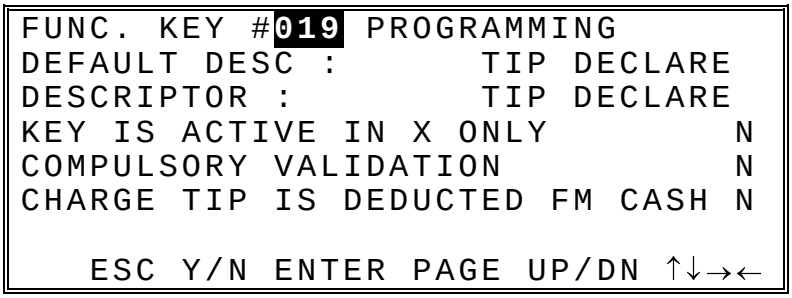
```
FUNC. KEY #231 PROGRAMMING
DEFAULT DESC :       TIME IN/OUT
DESCRIPTOR :         TIME IN/OUT
ACTIVE IN X ONLY                N
COMPULSORY VALIDATION           N


   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Tip 1-3

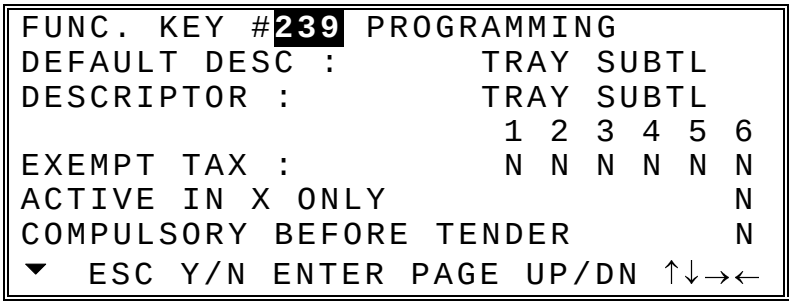
```
FUNC. KEY #232 PROGRAMMING
DEFAULT DESC :       TIP1
DESCRIPTOR :         TIP1
HALO/RATE                00000.00
TIP : Y=PERCENTAGE/N=AMOUNT     N
TIP : Y=OPEN/N=PRESET           N

▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

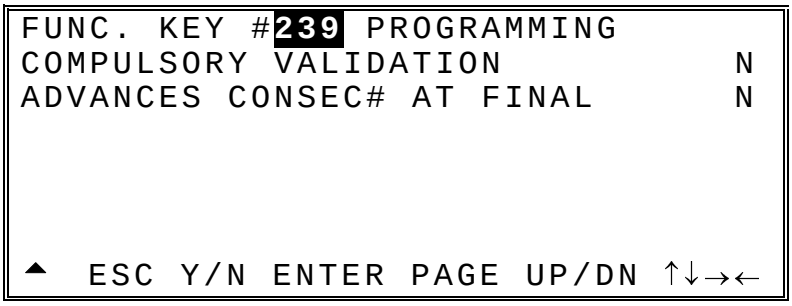
```
FUNC. KEY #232 PROGRAMMING
                      1 2 3 4 5 6
TIP IS TAXABLE BY :   Y Y Y Y Y Y
MUST PAY BY MISC AFTER TIP      N
TIP AMT ADDS TO NET/GROSS TTL   N
CHARGE TIP IS DEDUCTED FM CASH  N

▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Tip Declare

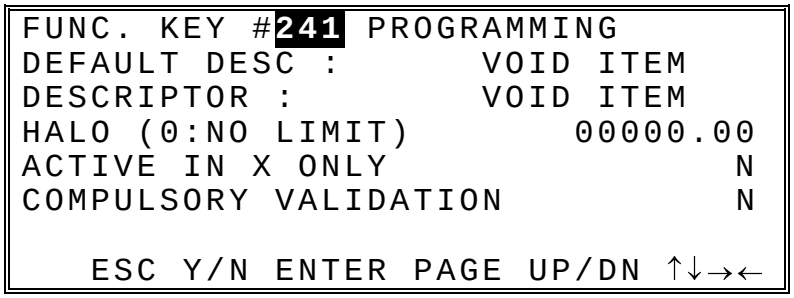

FUNC. KEY #019 PROGRAMMING
DEFAULT DESC : TIP DECLARE
DESCRIPTOR : TIP DECLARE
KEY IS ACTIVE IN X ONLY N
COMPULSORY VALIDATION N
CHARGE TIP IS DEDUCTED FM CASH N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Tray Subtotal

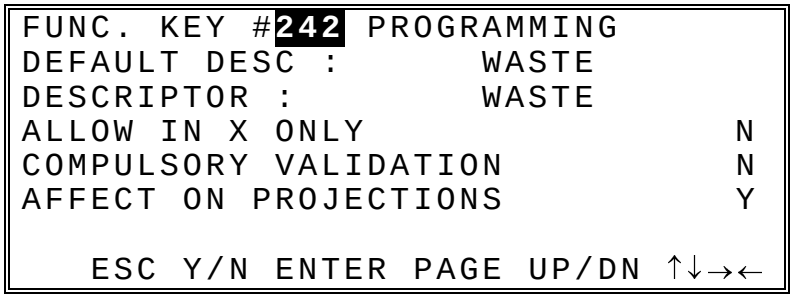

FUNC. KEY #239 PROGRAMMING
DEFAULT DESC : TRAY SUBTL
DESCRIPTOR : TRAY SUBTL
1 2 3 4 5 6
EXEMPT TAX : N N N N N N
ACTIVE IN X ONLY N
COMPULSORY BEFORE TENDER N
ESC Y/N ENTER PAGE UP/DN ↑↓→←



Void Item


FUNC. KEY #241 PROGRAMMING
DEFAULT DESC : VOID ITEM
DESCRIPTOR : VOID ITEM
HALO (0:NO LIMIT) 00000.00
ACTIVE IN X ONLY N
COMPULSORY VALIDATION N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

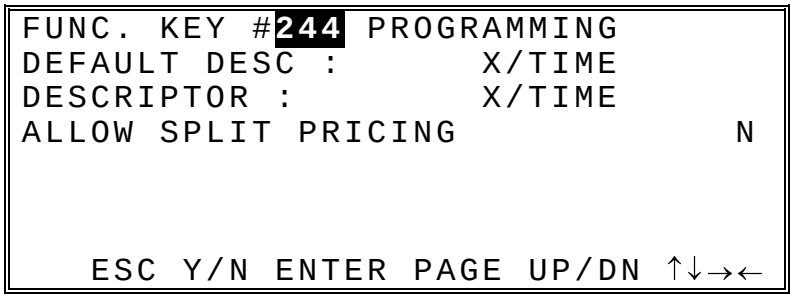
Waste


FUNC. KEY #242 PROGRAMMING
DEFAULT DESC : WASTE
DESCRIPTOR : WASTE
ALLOW IN X ONLY N
COMPULSORY VALIDATION N
AFFECT ON PROJECTIONS Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Waste Key Program Note

FIELD	Notes
AFFECT ON PROJECTIONS	If Y, the projection report will consider actual sale plus waste. If N, the projection report will only consider sales.

X/Time



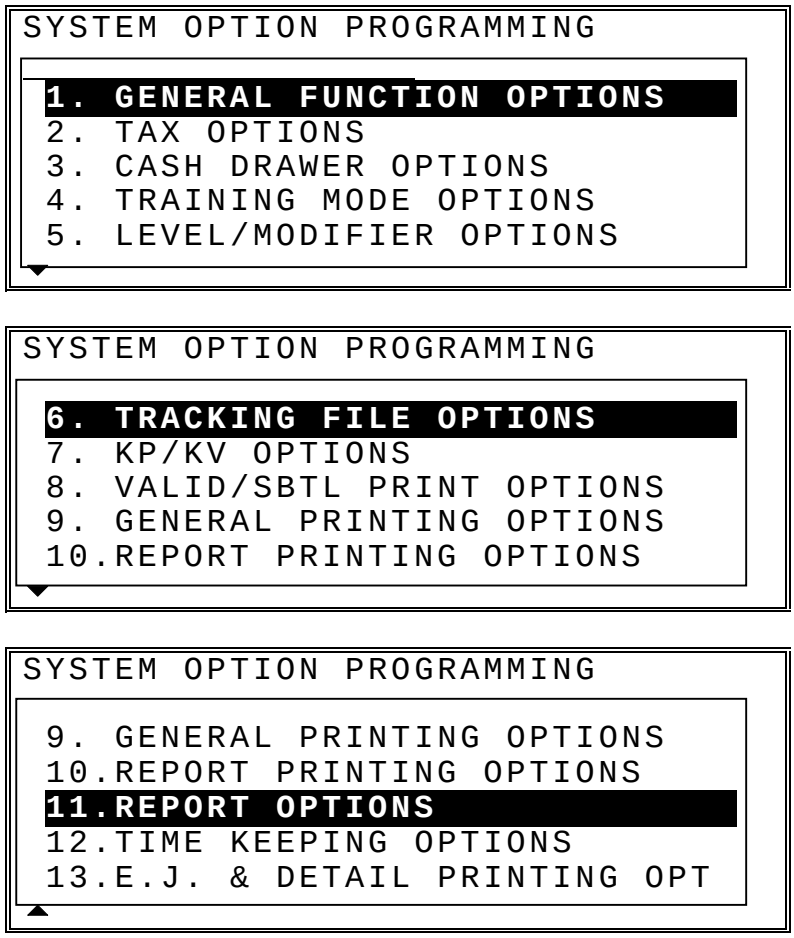
System Options

Options are sorted by category to assist the programmer in finding a specific option. Within each category, options are also referenced by number for easy retrieval.

1. Select SYSTEM OPTION from the P-Mode menu to display the System Option Programming Screen.
2. Choose an item from the menu in one of two ways:

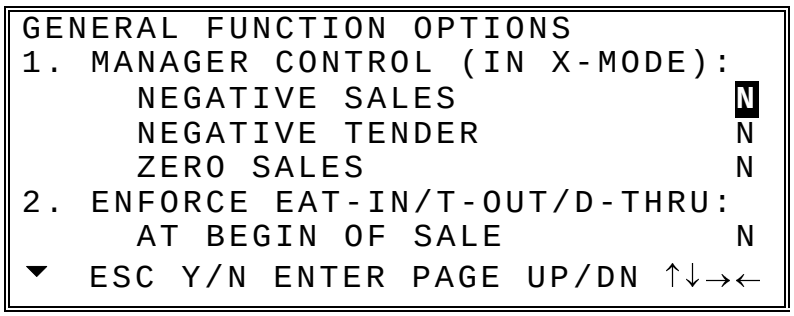
   Type the number for your choice and press **ENTER**.

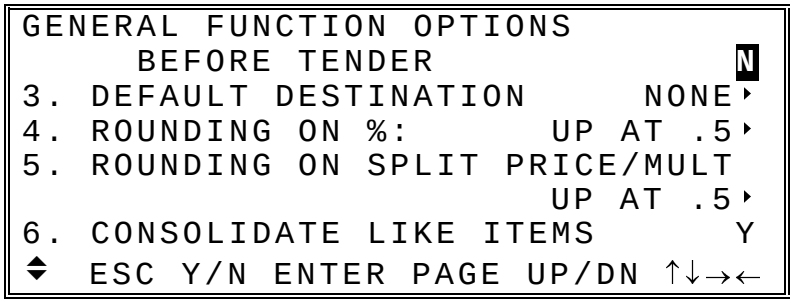
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

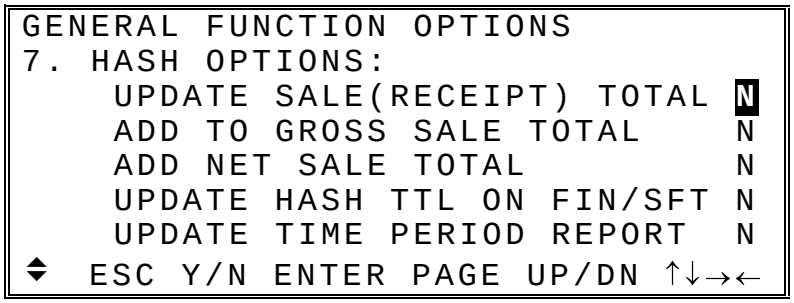


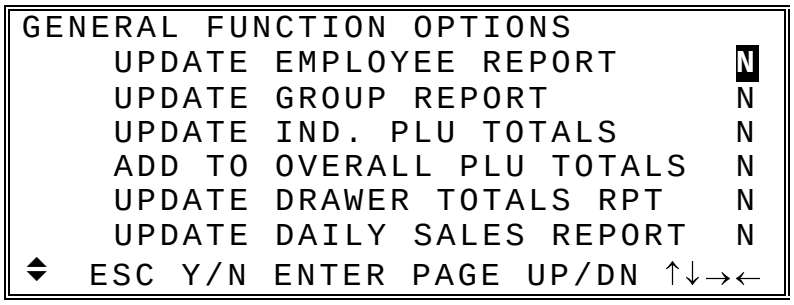
General Function Options

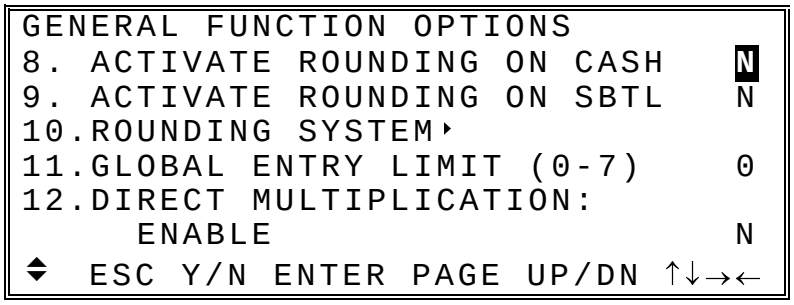
1. Select GENERAL FUNCTION OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The first page of general options displays with the first option field selected.
2. Press the ↑ ↓ ← → keys to select a field to edit:
3. Type a new value and press **ENTER** or ↓ to accept the entry and advance to the next field.
4. From the last field on the screen press ↓ to view the next page of options, or from any point on the screen press **PAGE DN** to view the next page of options.
5. Press **PAGE UP** to return to the previous screen.




GENERAL FUNCTION OPTIONS
BEFORE TENDER N
3. DEFAULT DESTINATION NONE
4. ROUNDING ON %: UP AT .5
5. ROUNDING ON SPLIT PRICE/MULT
UP AT .5
6. CONSOLIDATE LIKE ITEMS Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL FUNCTION OPTIONS
7. HASH OPTIONS:
UPDATE SALE(RECEIPT) TOTAL N
ADD TO GROSS SALE TOTAL N
ADD NET SALE TOTAL N
UPDATE HASH TTL ON FIN/SFT N
UPDATE TIME PERIOD REPORT N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL FUNCTION OPTIONS
UPDATE EMPLOYEE REPORT N
UPDATE GROUP REPORT N
UPDATE IND. PLU TOTALS N
ADD TO OVERALL PLU TOTALS N
UPDATE DRAWER TOTALS RPT N
UPDATE DAILY SALES REPORT N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL FUNCTION OPTIONS
8. ACTIVATE ROUNDING ON CASH N
9. ACTIVATE ROUNDING ON SBTL N
10.ROUNDING SYSTEM
11.GLOBAL ENTRY LIMIT (0-7) 0
12.DIRECT MULTIPLICATION:
ENABLE N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

```
GENERAL FUNCTION OPTIONS
     MAXIMUM DIGIT (1-5)          1
13.PLU PRESET/HALO OVERRIDE       N
14.SILENT KEY DEPRESSION          N
15.Y=CODE ENTRY/N=A/N OVERLAY     N
16.OPEN ENTRY FOR SCALE PLUS      N
17.DEACTIVATE VOID MODE           N
 ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL FUNCTION OPTIONS
18.DISABLE TIME/DATE PROGRAM      N
19.ALLOW PLU COPY BY RANGE        N
20 ALLOW POST TENDERING           N
21 EMP.: Y=POP UP/N=STAY DOWN     N
22 EMP. SIGN ON:        EMPLOYEE#
23.QTY LIMIT FOR X/TIME  000.000
 ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL FUNCTION OPTIONS
24.EMP. # LINKED "EMP.1" KEY     01
25.EMP. # LINKED "EMP.2" KEY     00
26.EMP. # LINKED "EMP.3" KEY     00
27.EMP. # LINKED "EMP.4" KEY     00
28.EMP. # LINKED "EMP.5" KEY     00
29.EMP. # LINKED "EMP.6" KEY     00
 ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL FUNCTION OPTIONS
30.EMP. # LINKED "EMP.6" KEY     00
31.EMP. # LINKED "EMP.6" KEY     00
32.EMP. # LINKED "EMP.6" KEY     00
33.EMP. # LINKED "EMP.6" KEY     00
34.AUTO CLEAR ERROR CONDITION     Y

 ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL FUNCTION OPTIONS
35.GUEST CHECK BALANCE HALO
          (0=NO LIMIT)0000000.00
36.SET DEFAULT SEAT# TO 1         N
37.CONT MACRO IF MACRO IS LOOP    N
38.ENTER TIME FOR TRANS. VOID     Y
39.START AT PRICE1 IN PLU PGM     Y
 ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL FUNCTION OPTIONS
40.SCREEN SAVER (MINUTES)      00
41.MENU SELECT WITHOUT ENTER    N
42.RECEIPT STATUS ON DISPLAY    Y
43.CARD READER ENABLE           N
44.SALES FOR 0 STOCK ITEMS      Y
45.DATE OF BIRTH ENTRY COMP.    Y
▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

6. Press **PAGE DN** to view the last of the GENERAL FUNCTION OPTIONS. Note that the scroll indicators tell you when more information is located on pages above or below the current page.

```
GENERAL FUNCTION OPTIONS
46.CHECK DIGIT OF NONPLU CODE   Y




▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

General Function Options Program Notes

#	FIELD	Notes
1	**MANAGER CONTROL (IN X-MODE):** **NEGATIVE SALES** **NEGATIVE TENDER** **ZERO SALES**	Determine which of the listed functions require the key lock to be placed in the X position. Settings here do not affect transactions performed in the **VOID** key lock mode.
2	**ENFORCE EAT-IN/T-OUT/D-THRU:** **AT BEGIN OF SALE** **BEFORE TENDER**	You can enforce EAT-IN, TAKE-OUT, or DRIVE THRU either at the beginning of a sale, or before a tender by selecting Y for either option.
3	**DEFAULT DESTINATION**	You have the option of selecting a default destination selection: NONE, EAT-IN, TAKE-OUT, or DRIVE-THRU.
4 5	**ROUNDING ON %** **ROUNDING ON SPLIT PRICE/ MULT**	When calculations result in a fraction of a cent, you have the option of rounding UP AT .5 ($0.005 or greater rounds up; less than 0.005 rounds down) or you can choose to round any fractional calculation ALWAYS UP or ALWAYS DOWN.
6	**CONSOLIDATE LIKE ITEMS**	If Y, like items are added, i.e. "2 COKES". If N, like items are on separate lines, i.e. "1 COKE" and "1 COKE".

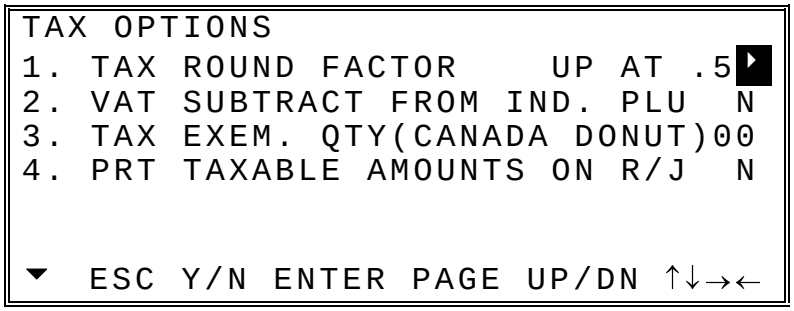
#	FIELD	Notes
7	**HASH OPTIONS**	Here you can define the meaning of HASH by selecting Y or N to each item in the list of calculation options. See option #9 in "PLU Status Group" on page 36 to apply HASH status to PLUs assigned to a particular status group.
8 9 10	**ACTIVATE ROUNDING ON CASH** **ACTIVATE ROUNDING ON SBTL** **ROUNDING SYSTEM ▸**	Use this option to eliminate the use of small value coins (i.e. pennies). Rounding up or down occurs at subtotal or cash. Select the ROUNDING SYSTEM field and press ENTER to display the ROUNDING SYSTEM PROGRAMMING SCREEN where up to five ranges can be set. For example if you wish to eliminate pennies, the ranges could be set as: #1 00-02 000 (.00-.02 rounds to .00) #2 03-07 005 (.03-.07 rounds to .05) #3 08-09 010 (.08-.09 rounds up to .10)
11	**GLOBAL ENTRY LIMIT (0-7)**	Select an entry limit that applies to all numeric entries (i.e. amounts for PLU entry, tenders, or multiplication.) The global entry limit will override any individually programmed limits.
12	**DIRECT MULTIPLICATION:** **ENABLE** **MAXIMUM DIGIT (1-5)**	Direct multiplication allows you to enter a quantity, then press a preset key without using the X/TIME key. You can enable direct multiplication here, and also determine the maximum number of digits for the multiplier.
13	**PLU PRESET/HALO OVERRIDE**	Override of a preset (entry of a price into a preset key) or override of a HALO (entry of a price greater than the PLUs high amount limit can be allowed. Note: In order to override, you must also set the flag for each individual PLU to allow override, and you must operate an employee with the authority level #18 set to allow override.
14	**SILENT KEY DEPRESSION**	If Y, both the key depression tone and the error tone are silenced. (Error messages continue to display.)
15	**Y= CODE ENTRY/** **N=A/N OVERLAY**	Select the method you wish to use when programming alpha characters in descriptor fields.

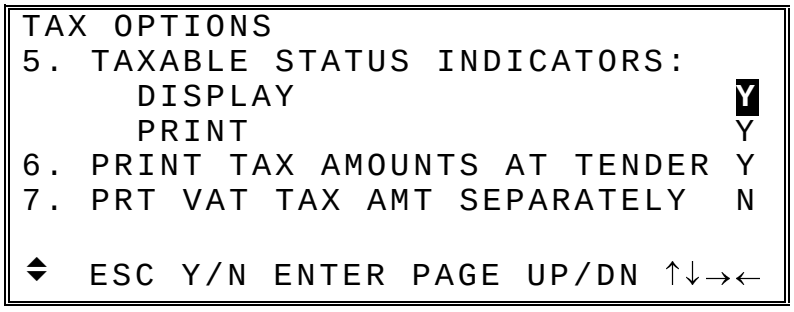
#	FIELD	Notes
16	**OPEN ENTRY FOR SCALE PLUS**	If Y, amount entries are allowed for open scale PLUs.
17	**DEACTIVATE VOID MODE**	Set to Y to deactivate any activity in the VOID key lock position.
18	**DISABLE TIME/DATE PROGRAM**	Set to Y to remove the ability to change or reprogram the current date/time.
19	**ALLOW PLU COPY BY RANGE**	If yes, the COPY PLU and COPY PLU STATUS GROUP commands allow you to copy statuses from a single PLU or GROUP to a range of PLUs or GROUPS. If no, you can only copy from a single PLU or STATUS GROUP to another individual PLU or GROUP. See "Copy Program" on page 191.
20	**ALLOW POST TENDERING**	Choose Y to allow tendering after the sale has been finalized, for the purpose of computing change
21	**EMPLOYEE: Y=POP UP/N=STAY DOWN**	Choose Y to automatically sign off at the completion of a transaction. Choose N to register sales continuously for the same employee.
22	**EMP. SIGN ON**	Select the method you wish to use when signing on to operate the *SER-7000*: PUSH BUTTON, SECRET CODE, EMPLOYEE# or MCR. See "Employee Sign-On/Sign-Off" in the *SER-7000 Operation Manual* for more information.
23	**QTY LIMIT FOR X/TIME**	Determine the maximum quantity that can be used for a multiplier.
24-33	**EMPLOYEE # LINKED "EMPOYEE1" KEY**	The 10 push button employee functions (codes 41-50) can be used to sign on specific employees. The specific employee for each key is assigned here.
34	**AUTO CLEAR ERROR CONDITION**	If Y, error conditions will clear automatically after a momentary error tone and display of an error message. You can continue with the correct sequence without first pressing the **CLEAR** key. If No, you must press **CLEAR** to clear any error before continuing.
35	**GUEST CHECK BALANCE HALO (0=NO LIMIT)**	You can place a high amount limit on the balance that is stored in a tracking file. If

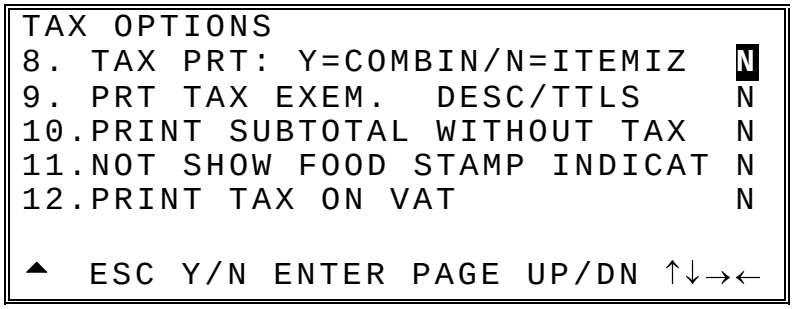
#	FIELD	Notes
36	**SET DEFAULT SEAT# TO 1**	If yes, each item that does not receive a seat # will be assigned the default seat number of 1. Using a seat number system assists prep staff in assembling orders correctly and facilitates payment of separate parts of a check.
37	**CONT MACRO IF MACRO IS LOOP**	If Y, continuous macros can be created by including a macro in a macro sequence. A continuous macro might be used to run a test sequence.
38	**ENTER TIME FOR TRANS. VOID**	If yes, you must enter a time before beginning a transaction void. This allows sales by time reports to be adjusted appropriately.
39	**START AT PRICE1 IN PLU PGM**	To facilitate price changes on an existing program, you can choose Y to automatically place the cursor in the first price field when a PLU Program screen is opened. In the default condition (N) the cursor is placed at the PLU# field.
40	**SCREEN SAVER (MINUTES)**	Enter the number of minutes before an inactive screen will automatically blank. Press any key to refresh the screen.
41	**MENU SELECT WITHOUT ENTER**	You can select an item from a menu (or from a WLU that does not allow functions) by entering only the item number, rather than the item number then **ENTER**. Note: If there are more than 9 selections on the menu, you must enter single digit selections with a preceding 0, i.e. enter **01** to select item #1.
42	**RECEIPT STATUS ON DISPLAY**	Choose Y to display the receipt on/off status on the operator display. Receipt on displays as "Ron"; receipt off displays as "Rof".
43	**CARD READER ENABLE**	Choose Y to enable optional magnetic stripe reader.
44	**SALES FOR 0 STOCK ITEMS**	If Y, sale of items with zero stock is allowed.
45	**DATE OF BIRTH ENTRY COMP.**	If Y, date of birth for age verification items must be entered at prompt. Operator may press escape to sell items when set to N.
46	**CHECK DIGIT OF NONPLU CODE**	If N, Check ditis is not required for scanning price embedded bar code.

Tax Options

1. Select TAX OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The tax options display with the first option field selected. (There is only one page of tax options.)
2. Select fields and change information in the same manner as described for general options.


TAX OPTIONS
1. TAX ROUND FACTOR UP AT .5
2. VAT SUBTRACT FROM IND. PLU N
3. TAX EXEM. QTY(CANADA DONUT)00
4. PRT TAXABLE AMOUNTS ON R/J N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


TAX OPTIONS
5. TAXABLE STATUS INDICATORS:
DISPLAY Y
PRINT Y
6. PRINT TAX AMOUNTS AT TENDER Y
7. PRT VAT TAX AMT SEPARATELY N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


TAX OPTIONS
8. TAX PRT: Y=COMBIN/N=ITEMIZ N
9. PRT TAX EXEM. DESC/TTLS N
10.PRINT SUBTOTAL WITHOUT TAX N
11.NOT SHOW FOOD STAMP INDICAT N
12.PRINT TAX ON VAT N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Tax Options Program Notes

#	FIELD	Notes
1	**TAX ROUNDING FACTOR**	When tax calculations result in a fraction of a cent, you have the option of rounding UP AT .5 ($0.005 or greater rounds up; less than 0.005 rounds down) or you can choose to round any fractional calculation ALWAYS UP or ALWAYS DOWN.
2	**VAT SUBTRACTED FROM IND. PLU**	Choose Y to subtract the VAT tax amount from the PLU totals on the PLU report. If N, the PLU report total reflects the items price and the value added tax.

#	FIELD	Notes
3	**TAX EXEM. QTY (CANADA DONUT)**	Enter the quantity at which you wish tax to be exempted. For example if set at 12, registration of PLUs reported to status groups with eligibility for Canadian donut law selected will charge tax until the quantity with the transaction reaches 12. When 12 or more are registered, all will be sold without tax. See "PLU Status Group" on page 36 for more information.
4	**PRINT TAXABLE AMOUNTS ON R/J**	Choose Y to print the tax eligible subtotals for each tax on the receipt and/or journal, if printed.
5	**TAXABLE STATUS INDICATORS:** **DISPLAY** **PRINT**	In the default condition (Y), tax eligibility indicators, i.e. $^{T}_{X}1$ display on the screen and print on printers adjacent to the item. Choose N to selectively remove the indicators from the display and/or print.
6	**PRINT TAX AMOUNTS AT TENDER**	When set to N, the tax charged will not print on the receipt (TAX1, TAX2, etc.)
7	**PRINT VAT TAX AMT SEPARATELY**	If there are multiple value added taxes, choose Y to print tax amounts separately for each tax, rather than a single tax total.
8	**TAX PRT: Y=COMBIN/N=ITEMIZ**	If N, each tax amount will print separately. If Y, one TAX total will print.
9	**PRINT TAX EXEM. DESC/TTLS**	If Y, a tax-exempt total will print on the receipt.
10	**PRINT SUBTOTAL WITHOUT TAX**	If Y, the merchandise subtotal does not include tax.
11	**NOT SHOW FOOD STAMP INDICAT**	In the default condition (Y), the food stamp indicator, $^{F}_{S}$ displays on the screen and prints on printers adjacent to the item. Choose N to remove the indicator from the display and print.
12	**PRINT TAX ON VAT**	If Y, prints breakout tax amount on VAT tax sales receipts.

Cash Drawer Options

1. Select CASH DRAWER OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The cash drawer options display with the first option field selected. (There is only one page of cash drawer options.)
2. Select fields and change information in the same manner as described for general options.

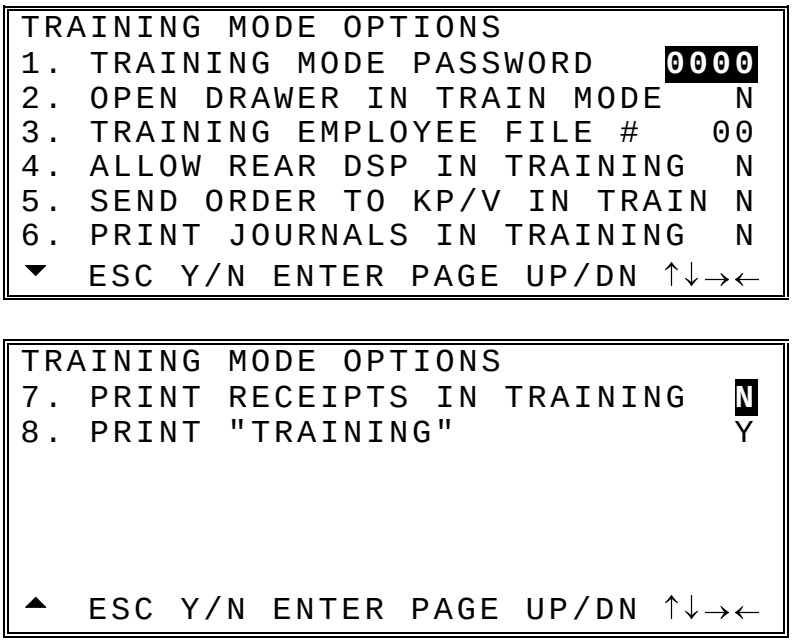
```
CASH DRAWER OPTIONS
1. SALES WITH DRAWER OPEN          Y
2. C-I-D AMOUNT LIMIT    00000.00
3. OPEN DRAWER DURING X-RPT       N
4. OPEN DRAWER DURING Z-RPT       N
5. ACTIVATE OPEN DRAWER ALARM     N
6. OPEN DRAWER ALARM TIME       030
   ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

Cash Drawer Options Program Notes

#	FIELD	Notes
1	SALES WITH DRAWER OPEN	Choose Y to force the drawer to be closed before registrations are allowed.
2	C-I-D AMOUNT LIMIT	Set the maximum amount of cash in drawer before a error tone and message display. The error can be cleared and continued sales are allowed, however the warning continues to sound at the completion of each transaction, until cash is removed from the drawer. Set the amount to 0 to disable the cash in drawer limit warning.
3	OPEN DRAWER DURING X-RPT	Choose Y to open the drawer at the completion of any X report.
4	OPEN DRAWER DURING Z-RPT	Choose Y to open the drawer at the completion of any Z report.
5	ACTIVATE OPEN DRAWER ALARM	If Y, an error tone sounds when the cash drawer remains open the length of time specified in option #6 below.
6	OPEN DRAWER ALARM TIME	Enter length of time the drawer may be open (in seconds) before the open drawer alarm sounds.

Training Mode Options

1. Select TRAINING MODE OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The training mode options display with the first option field selected. (There is only one page of training mode options.)
2. Select fields and change information in the same manner as described for general options.

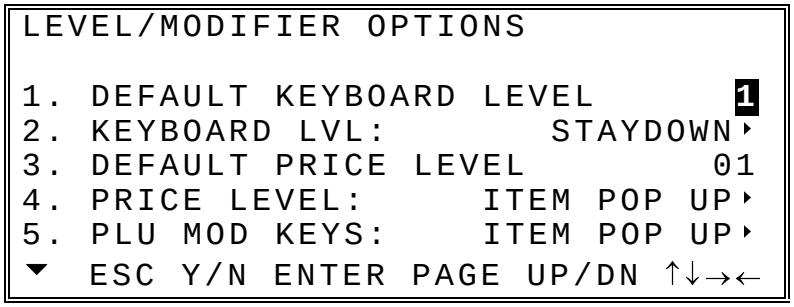

TRAINING MODE OPTIONS
1. TRAINING MODE PASSWORD 0000
2. OPEN DRAWER IN TRAIN MODE N
3. TRAINING EMPLOYEE FILE # 00
4. ALLOW REAR DSP IN TRAINING N
5. SEND ORDER TO KP/V IN TRAIN N
6. PRINT JOURNALS IN TRAINING N
ESC Y/N ENTER PAGE UP/DN ↑↓→←
TRAINING MODE OPTIONS
7. PRINT RECEIPTS IN TRAINING N
8. PRINT "TRAINING" Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

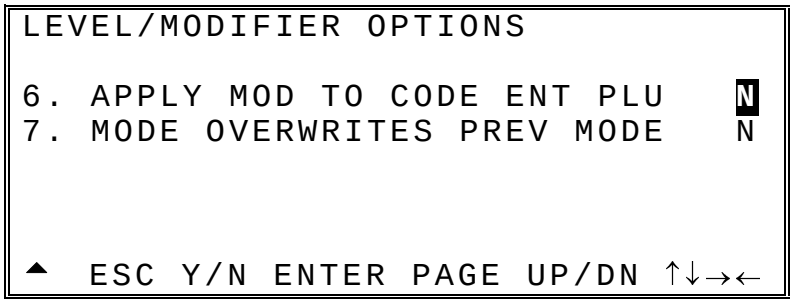
Training Mode Options Program Notes

#	FIELD	Notes
1	**TRAINING MODE PASSWORD**	Enter a 4 digit numeric password that must be used to access the TRAINING option on the X-MODE MANAGER MENU. If the password is 0, password entry is not required.
2	**OPEN DRAWER IN TRAIN MODE**	Choose Y to open the appropriate cash drawer during training operations.
3	**TRAINING EMPLOYEE FILE #**	Choose the employee file # that is updated with training activity.
4	**ALLOW REAR DSP IN TRAINING**	Choose Y to activate the rear display during training activity. If N, the rear display indicates CLOSED during training.
5	**SEND ORDER TO KP/V IN TRAIN**	Choose Y to send orders to the kitchen printer and/or kitchen video during training.
6	**PRINT JOURNALS IN TRAINING**	Choose Y to print (or update, in the case of an electronic journal) the journal in training.
7	**PRINT RECEIPTS IN TRAINING**	Choose Y to print receipts (if receipts are normally printed) during training.
8	**PRINT "TRAINING"**	If receipts are printed they are normally printed with the message TRAINING and the message '***TRAINING***' displays on the operator screen. Choose N to remove these messages.

Level/Modifier Options

1. Select LEVEL/MODIFIER OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The level/modifier options display with the first option field selected. (There is only one page of level/modifier options.)
2. Select fields and change information in the same manner as described for general options.


LEVEL/MODIFIER OPTIONS
1. DEFAULT KEYBOARD LEVEL 1
2. KEYBOARD LVL: STAYDOWN
3. DEFAULT PRICE LEVEL 01
4. PRICE LEVEL: ITEM POP UP
5. PLU MOD KEYS: ITEM POP UP
ESC Y/N ENTER PAGE UP/DN ↑↓→←

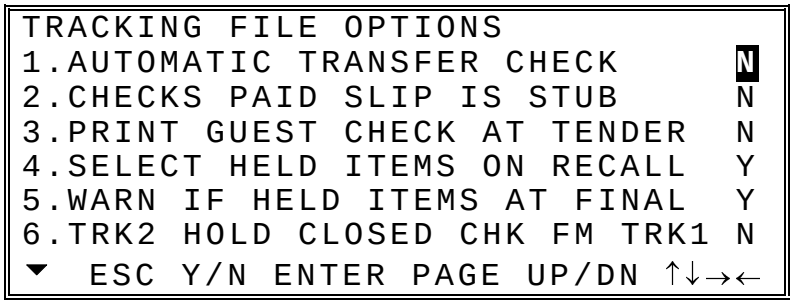


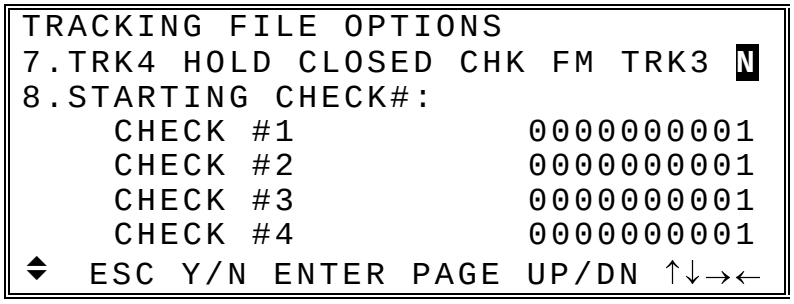
Level/Modifier Options Program Notes

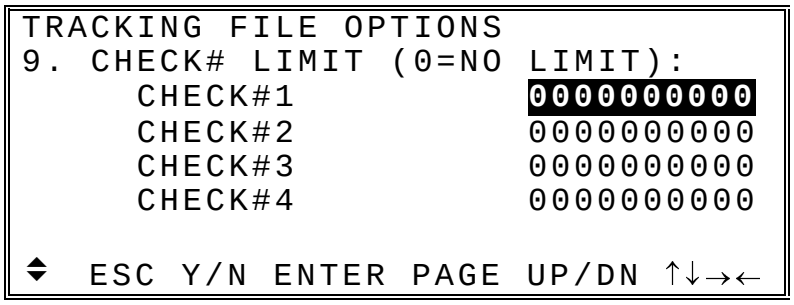
#	FIELD	Notes
1	**DEFAULT KEYBOARD LEVEL**	If keyboard levels are pop-up (see option #2), enter the level you wish to return to after an entry in a different level.
3	**DEFAULT PRICE LEVEL**	If price levels are pop-up (see option #4), enter the level you wish to return to after an entry in a different level.
2 4 5	**KEYBOARD LVL:** **PRICE LEVEL:** **PLU MOD KEYS:**	Select the field and press **ENTER**. Choose STAY DOWN, TRANS POP UP, or ITEM POP UP. STAY DOWN: Once chosen, will remain active until the next choice. ITEM POP UP: Choice remains active for the next PLU only, then returns to the default. TRANS POP UP: Choice remains active for the remainder of the transaction, then returns to the default with the transaction is finalized.
6	**APPLY MOD TO CODE ENT PLU**	If Y, PLU modifier keys may be used with both keyboard PLU keys and code entry PLUs.
7	**MOD OVERWRITES PREV MOD**	If Y, only the last modifier entry will affect the PLU number. Use this setting when a PLU is modified only once, i.e. small/med/large. If N, several modifiers affecting different digit positions could be entered and then affect the PLU registered. For example, size, crust type, and/or toppings could be indicated on pizza items.

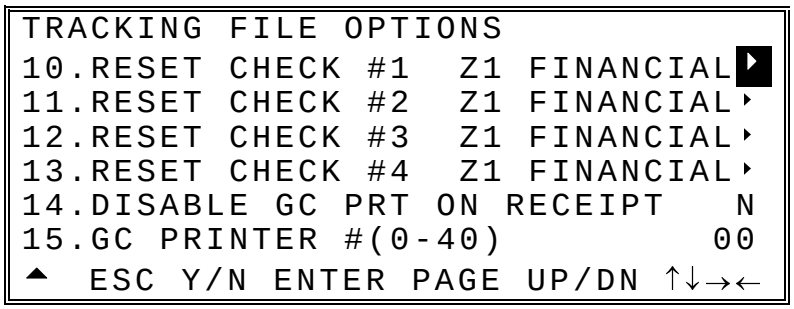
Tracking File Options

1. Select TRACKING FILE OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The tracking file options display with the first option field selected. (There are two pages of tracking file options.)
2. Select fields and change information in the same manner as described for general options.


TRACKING FILE OPTIONS
1.AUTOMATIC TRANSFER CHECK N
2.CHECKS PAID SLIP IS STUB N
3.PRINT GUEST CHECK AT TENDER N
4.SELECT HELD ITEMS ON RECALL Y
5.WARN IF HELD ITEMS AT FINAL Y
6.TRK2 HOLD CLOSED CHK FM TRK1 N
ESC Y/N ENTER PAGE UP/DN ↑↓→←





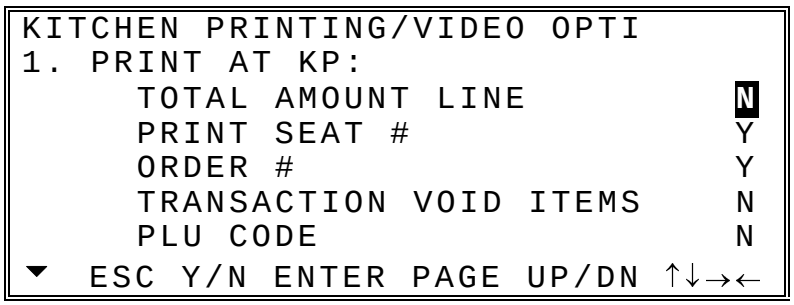

TRACKING FILE OPTIONS
10.RESET CHECK #1 Z1 FINANCIAL
11.RESET CHECK #2 Z1 FINANCIAL
12.RESET CHECK #3 Z1 FINANCIAL
13.RESET CHECK #4 Z1 FINANCIAL
14.DISABLE GC PRT ON RECEIPT N
15.GC PRINTER #(0-40) 00
ESC Y/N ENTER PAGE UP/DN ↑↓→←

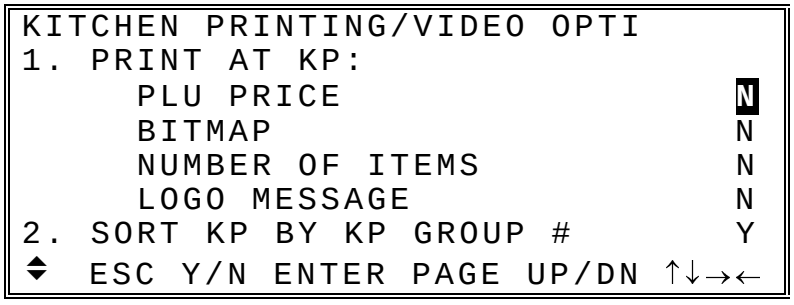
Tracking File Options Program Notes

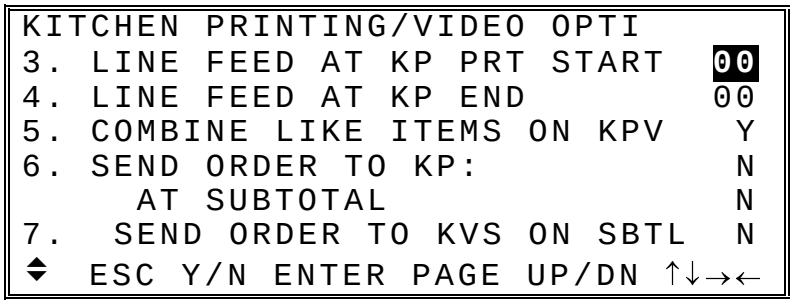
#	FIELD	Notes
1	**AUTOMATIC TRANSFER CHECK**	If Y, the check will be assigned to the last person who posted to the check.
2	**CHECKS PAID SLIP IS STUB**	If Y, the PRINT CHECK function produces a guest check with totals only, without item detail.
3	**PRINT GUEST CHECK AT TENDER**	When Y, the PRINT CHECK is active and guest check will print.
4	**SELECT HELD ITEMS ON RECALL**	Items may be "held" to temporarily postpone kitchen printing (or display). If Y, held items are automatically selected when a check is recalled so they may be sent to the appropriate printers/screens.
5	**WARN IF HELD ITEMS AT FINAL**	If a check with held items is paid, a warning will display.
6 7	**TRK 2 HOLD CLOSED CHK FM TRK 1** **TRA 4 HOLD CLOSED CHK FM TRK 3**	The SER-7000 system does not feature a standard closed check file. However, if you do not require all four of the available check files, unused tracking files can be utilized to store closed checks as indicated in options #9 & #10. (See "Memory Allocation " in S-Mode Programming.)
8	**STARTING CHECK#:**	For each tracking file that you are using, if you are automatically assigning tracking numbers, you can enter the first number of the tracking file to be issued after the check number is reset.
9	**CHECK# LIMIT**	Sets the upper limit for the check #. If set to"10", once check #10 is used, the next check will be the starting check number.
11 12 13 14	**RESET CHECK #1** **RESET CHECK #2** **RESET CHECK #3** **RESET CHECK #4**	Select when you wish the check number to reset: Z1 FINANCIAL, Z1 OPEN CHECK or NEVER.

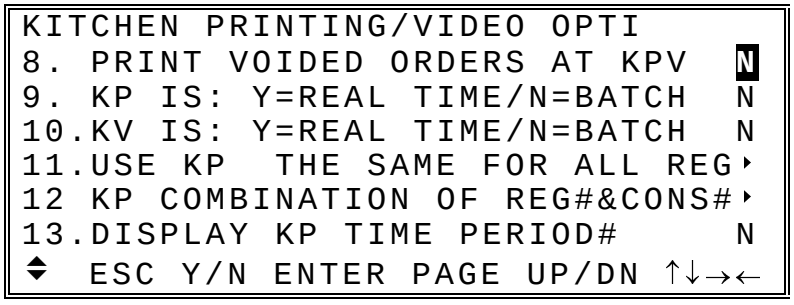
Kitchen Printing/Video Options

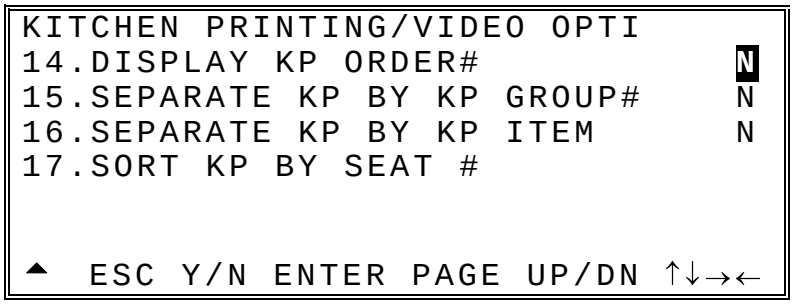
1. Select KITCHEN PRINTING/VIDEO OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The kitchen printing/video options display with the first option field selected. (There are three pages of kitchen printing/video options.)
2. Select fields and change information in the same manner as described for general options.




KITCHEN PRINTING/VIDEO OPTI
1. PRINT AT KP:
PLU PRICE N
BITMAP N
NUMBER OF ITEMS N
LOGO MESSAGE N
2. SORT KP BY KP GROUP # Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←


KITCHEN PRINTING/VIDEO OPTI
3. LINE FEED AT KP PRT START 00
4. LINE FEED AT KP END 00
5. COMBINE LIKE ITEMS ON KPV Y
6. SEND ORDER TO KP: N
AT SUBTOTAL N
7. SEND ORDER TO KVS ON SBTL N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


KITCHEN PRINTING/VIDEO OPTI
8. PRINT VOIDED ORDERS AT KPV N
9. KP IS: Y=REAL TIME/N=BATCH N
10.KV IS: Y=REAL TIME/N=BATCH N
11.USE KP THE SAME FOR ALL REG
12 KP COMBINATION OF REG#&CONS#
13.DISPLAY KP TIME PERIOD# N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


KITCHEN PRINTING/VIDEO OPTI
14.DISPLAY KP ORDER# N
15.SEPARATE KP BY KP GROUP# N
16.SEPARATE KP BY KP ITEM N
17.SORT KP BY SEAT #
ESC Y/N ENTER PAGE UP/DN ↑↓→←

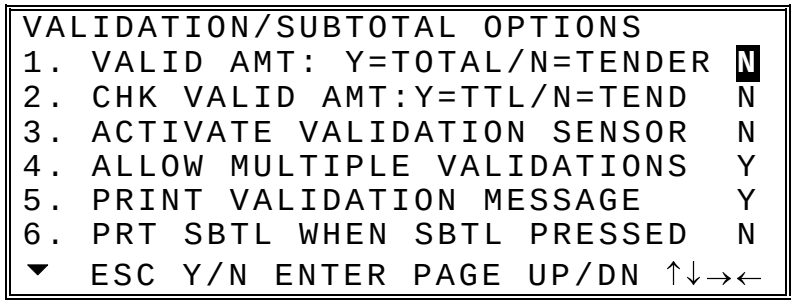
Kitchen Printing/Video Options Program Notes

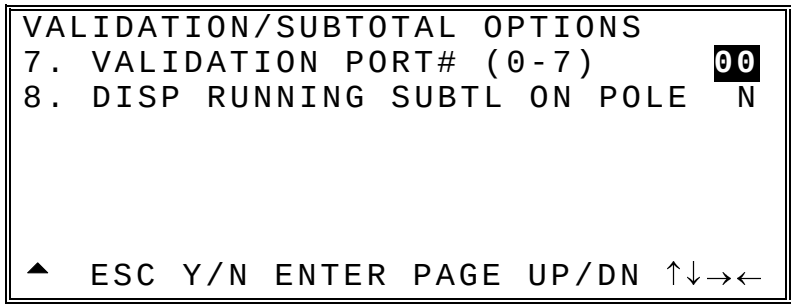
#	FIELD	Notes
1	**PRINT AT KP:** **TOTAL AMOUNT LINE** **PRINT SEAT #** **ORDER #** **TRANSACTION VOID ITEMS** **PLU CODE** **PLU PRICE** **BITMAT** **NUMBER OF ITEMS** **LOGO MESSAGE**	You can determine the content of each kitchen printer chit. For each item listed, select N to remove print from the kitchen printer. Note: the TOTAL AMOUNT line includes a line for TOTAL and TAX..
2	**SORT KP BY KP GROUP #**	Use this option to create "priority print". For example, if you wish to group appetizers at the beginning of the chit, then entrees next, place appetizers in a kitchen printer group (see "PLU Status Group (PLU Status Link)" on page 67) with a lower numeric value than the value of the group to which entrees are reported.
3	**# LINE FEED AT KP PRT START**	Enter the number of lines you wish to feed before beginning kitchen printer print.
4	**# LINE FEED AT KP END**	Enter the number of lines you wish to feed after beginning kitchen printer print.
5	**COMBINE LIKE ITEMS ON KPV**	If Y, for example, if two hamburgers are entered and sent to the printer, they will print as "2 HAMBURGERS", rather than "1 HAMBURGER" and "1 HAMBURGER" on a second line. If condiments are entered, they will be separated and printed below the items.
6	**SEND ORDER TO KP:** **AT SUBTOTAL**	Choose Y if you wish to print when the subtotal key is pressed, instead of when the sale is finalized.
7	**SEND ORDER TO KVS ON SBTL**	Choose Y if you wish to send items to the KVS when the subtotal key is pressed, instead of when the sale is finalized.
8	**PRINT VOIDED ORDERS AT KPV**	If N, then transaction void orders will not print or display at the appropriate printer/screen.
9	**KP IS:** **Y=REAL TIME/N=BATCH**	Real time means that each item will print at the printer when the next item is entered (one item delay). Batch means that the entire order will print when the order is finalized.

#	FIELD	Notes
10	**KV IS: Y=REAL TIME/N=BATCH**	Real time means that each item will display at the screen when the next item is entered (one item delay). Batch means that the entire order will display when the order is finalized.
11	**USE KP**	Choose from "THE SAME FOR ALL REG" if all registers in the IRC system use the same kitchen printer routing or "REGISTER SEPARATELY" if different registers have different routing. See "Kitchen Printer Routing" on page 167
12	**KP**	Choose from "COMBINATION OF REG#&CONS#" or "GLOBAL ORDER#".
13	**DISPLAY KP TIME PERIOD#**	You can program four different KP routings by time period (see "Kitchen Printer Routing" on page 167). If Y, the operator display will which of KP routing periods is active in the lower left portion of the display.
14	**DISPLAY KP ORDER #**	Choose Y if you wish to display the order # in the lower left portion of the operator screen when the order is finalized.
15	**SEPARATE KP BY KP GROUP #**	Choose Y if you wish to separate items from different KP Groups and issue separate kitchen printer tickets for items from each KP Group.
16	**SEPARATE KP BY KP ITEM**	Choose Y to produce a separate requisition for each main item.
17	**SORT KP BY SEAT #**	If seat # system is used, will sort kitchen printer orders by seat #, for example: Seat #1 01 Eggs 01 Coffee Cream ---------- Seat #2 01 Eggs 01 Orange Juice

Validation/Subtotal Print Options

1. Select VALIDATION/ SUBTOTAL PRINT OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The validation and subtotal print options display with the first option field selected. (There is only one page of validation and subtotal print options.)
2. Select fields and change information in the same manner as described for general options.


VALIDATION/SUBTOTAL OPTIONS
1. VALID AMT: Y=TOTAL/N=TENDER N
2. CHK VALID AMT:Y=TTL/N=TEND N
3. ACTIVATE VALIDATION SENSOR N
4. ALLOW MULTIPLE VALIDATIONS Y
5. PRINT VALIDATION MESSAGE Y
6. PRT SBTL WHEN SBTL PRESSED N
ESC Y/N ENTER PAGE UP/DN ↑↓→←



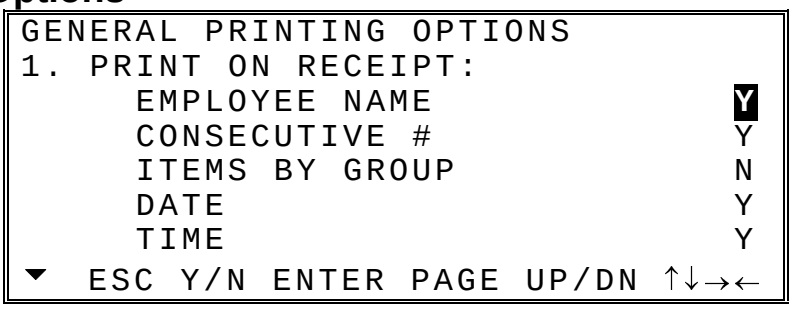
Validation/Subtotal Print Options Program Notes

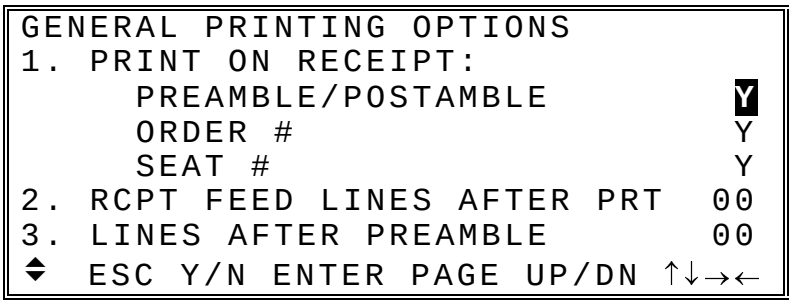
NOTE: To validate, you must attach a printer with validation capability to each register that will validate. Use option #7 to identify the port to which the printer is attached.

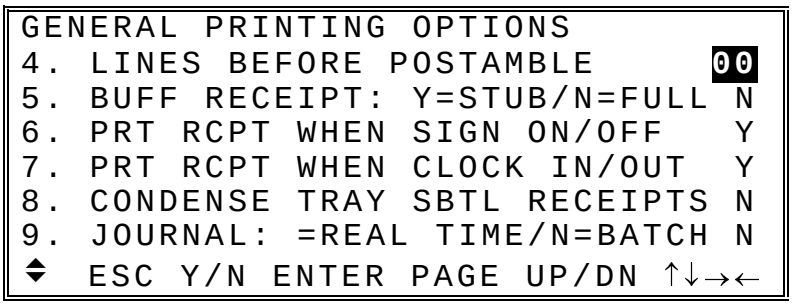
#	FIELD	Notes
1	**VALIDATION AMT: Y=TOTAL/N=TENDER**	For sale validation, you can select either the amount of the sale or the amount of the tender as the amount to print on the validation.
2	**CHK VALID AMT: Y=TTL/N=TEND**	For check sale validation, you can select either the amount of the sale or the amount of the tender as the amount to print on the validation.
3	**ACTIVATE VALIDATION SENSOR**	The printer must be equipped with validation option and sensor.
4	**ALLOW MULTIPLE VALIDATIONS**	If Y, the validation can be done more than once.
5	**PRINT VALIDATION MESSAGE**	See "Validation Message" on page 145 to program a message of up to three lines.
6	**PRINT SBTL WHEN SBTL PRESSED**	If Y, the receipt (if applicable) will print the subtotal at the point in the transaction when the key was pressed.
7	**VALIDATION PORT# (0-4)**	Indicate the port on the register that is connected to the validation printer.
8	**DISPLAY RUNNING SUBTL ON POLE**	Allows the pole display to show a running subtotal as items are entered.

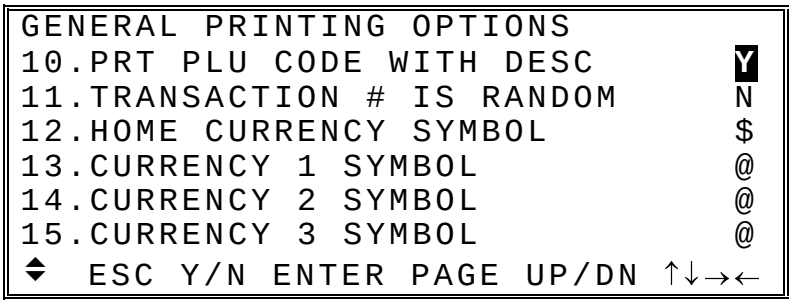
General Printing Options

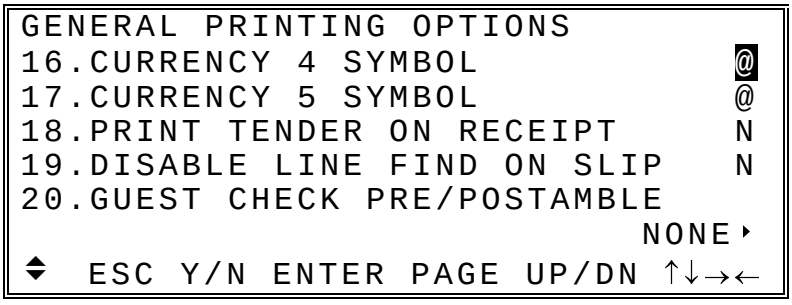
1. Select GENERAL PRINTING OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The general printing options display with the first option field selected. (There are four pages of general printing options.)




GENERAL PRINTING OPTIONS
1. PRINT ON RECEIPT:
PREAMBLE/POSTAMBLE Y
ORDER # Y
SEAT # Y
2. RCPT FEED LINES AFTER PRT 00
3. LINES AFTER PREAMBLE 00
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL PRINTING OPTIONS
4. LINES BEFORE POSTAMBLE 00
5. BUFF RECEIPT: Y=STUB/N=FULL N
6. PRT RCPT WHEN SIGN ON/OFF Y
7. PRT RCPT WHEN CLOCK IN/OUT Y
8. CONDENSE TRAY SBTL RECEIPTS N
9. JOURNAL: =REAL TIME/N=BATCH N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL PRINTING OPTIONS
10.PRT PLU CODE WITH DESC Y
11.TRANSACTION # IS RANDOM N
12.HOME CURRENCY SYMBOL $
13.CURRENCY 1 SYMBOL @
14.CURRENCY 2 SYMBOL @
15.CURRENCY 3 SYMBOL @
ESC Y/N ENTER PAGE UP/DN ↑↓→←


GENERAL PRINTING OPTIONS
16.CURRENCY 4 SYMBOL @
17.CURRENCY 5 SYMBOL @
18.PRINT TENDER ON RECEIPT N
19.DISABLE LINE FIND ON SLIP N
20.GUEST CHECK PRE/POSTAMBLE
NONE
ESC Y/N ENTER PAGE UP/DN ↑↓→←

```
GENERAL PRINTING OPTIONS
21.PRINT RECEIPT AUTOMATICALLY N
22.PRT RCPT AFT TIME CLK EDIT  Y
23.PRINT GROUP NAME WHEN
     PRINTING ITEMS BY GROUP   N
24.PRT GUEST CHK PRT CNT ON GC N

▲▼ ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL PRINTING OPTIONS
25.PRINT IN DOUBLE
     TOTAL                     N
     TENDER                    N
     CHANGE                    N
     ORDER #                   N
26.PRT RCPT AUTOMATIC. IN VOID N
▲▼ ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL PRINTING OPTIONS
27.PRT # OF ITEMS ON RECEIPT   N
28.ALLOW MULTIPLE RECEIPTS     Y
29.ITEMS ON RCPT IS # OF ITEMS
                 PRINTED ONLY  N
30.PRINT TIP ON EFT RECEIPT    N
31.COPY OF LANTRAN RECEIPT    01
▲▼ ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
GENERAL PRINTING OPTIONS
32.TURN OFF AUTO CUTTER        N
33.PRE LOGO IMAGE ON RCT(0-22  0
34.POST LOGO IMAGE ON RCT(0-22)0
35.PRE LOGO IMAGE ON GC(0-22)  0
36.POST LOGO IMAGE ON GC(0-22) 0

▲ ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

General Printing Options Program Notes

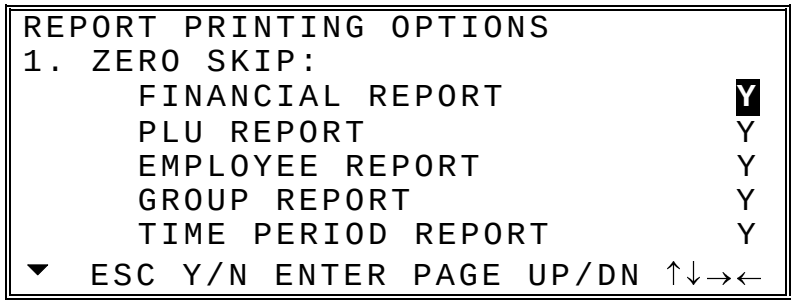
#	FIELD	Notes
1	**PRINT ON RECEIPT:**	Determine the content of each receipt by selecting Y or N for each item.
2	**RCPT FEED LINES AFTER PRT**	Enter the number of lines you wish to feed after each receipt is printed. (Makes chit larger.)

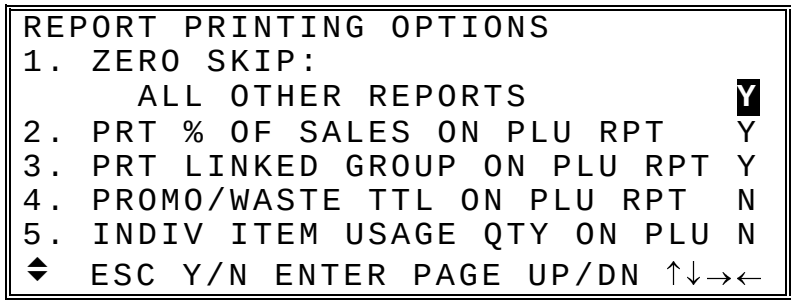
#	FIELD	Notes
3	LINES AFTER PREAMBLE	Enter the number of lines you wish to feed after the preamble and before the first receipt print line.
4	LINES BEFORE POSTAMBLE	Enter the number of lines you wish to after the last receipt line and before the postamble.
5	BUFF RECEIPT: Y=STUB/N=FULL	A stub receipt contains only the total, tender and transaction information. A full receipt includes item detail.
6	PRT RCPT WHEN SIGN ON/OFF	If Y, a receipt is printed whenever an employee signs off or on.
7	PRT RCPT WHEN CLOCK IN/OUT	If Y, a receipt is printed whenever an employee clocks in or out.
8	CONDENSE TRAY SBTL RECEIPTS	Prints each separate tray subtotal receipt without preamble/postamble.
9	JOURNAL: Y=REAL TIME/N=BATCH	Prints journal on journal printer (or updates electronic journal) line by line (real time) or at transaction finalization (batch).
10	PRT PLU CODE WITH DESC	If Y, both the PLU# and descriptor will print when a PLU is registered.
11	TRANSACTION # IS RANDOM	If Y, the transaction # is generated randomly, rather than sequentially.
12	HOME CURRENCY SYMBOL	Select the currency symbol for display, receipts, etc. ($ is default.)
13-17	CURRENCY (1-5)SYMBOL	Select the currency symbols to be used for the currency conversion function keys.
18	PRINT TENDER ON RECEIPT	If N, the tender will not print on the receipt.
19	DISABLE LINE FIND ON SLIP	If an optional slip printer is used for hard check operation, set this flag to Y to print without automatic line feed.
20	GUEST CHECK PRE/POSTAMBLE	Select NONE, GUEST CHECK LOGO MESSAGE, or LOGO MESSAGE to determine the content of the guest check preamble/postamble
21	PRINT RECEIPT AUTOMATICALLY	Choose Y to generate a receipt automatically when transactions are tendered.
22	PRT RCPT AFT TIME CLK EDIT	If Y, a receipt is printed whenever an employee's time is edited.
23	PRINT GROUP NAME WHEN PRINTING ITEMS BY GROUP	If you set PRINT ON RECEIPT:ITEMS BY GROUP to Y (General Printing Option #1), and if you set this option to Y, then the group name will be printed on the receipt.

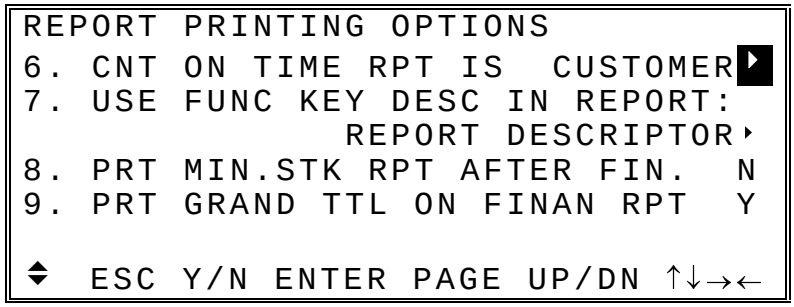
#	FIELD	Notes
24	PRT GUEST CHK PRT CNT ON GC	If Y, a counter of the number of times the guest check has been printed appears on the check.
25	PRINT IN DOUBLE	You can choose double-width printing for Total, Tender, Change, and/or Order #
26	PRT RCPT AUTOMATIC. IN VOID MODE	If Y, a receipt will automatically be printed for transactions in VOID mode.
27	PRT # OF ITEMS ON RECEIPT	If Y, a count of the number of items will appear on each receipt.
28	ALLOW MULTIPLE RECEIPTS	If Y, more than one copy of the receipt can be issued after the sale.
29	ITEMS ON RCPT IS # OF ITEMS PRINTED ONLY	If Y, the item count on the receipt will include only items printed on the receipt, and will not include items programmed not to print on the receipt.
30	PRINT TIP ON EFT RECEIPT	If Y, prints tip line on credit card receipt.
31	COPY OF EFT RECEIPT	If Y, prints copy of credit card transaction receipt.
32	TURN OFF AUTO CUTTER	If Y, auto cutter is not enabled.
33	PRE LOGO IMAGE ON RCT(0-22)	Select one of the loaded bit map images.
34	POST LOGO IMAGE ON RCT(0-22)	Select one of the loaded bit map images.
35	PRE LOGO IMAGE ON GC (0-22)	Select one of the loaded bit map images.
36	POST LOGO IMAGE ON GC (0-22)	Select one of the loaded bit map images.

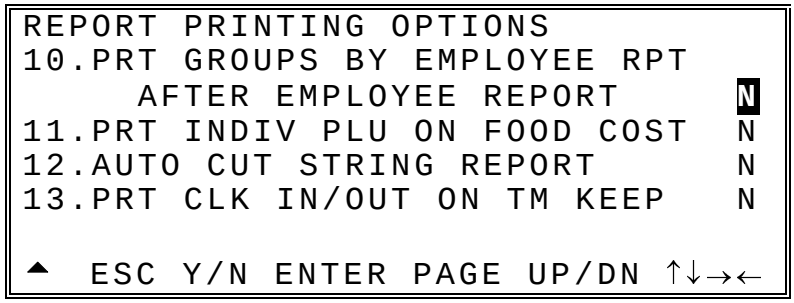
Report Printing Options

1. Select REPORT PRINTING OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The report printing options display with the first option field selected. (There are two pages of report printing options.)
2. Select fields and change information in the same manner as described for general options.




REPORT PRINTING OPTIONS
1. ZERO SKIP:
ALL OTHER REPORTS Y
2. PRT % OF SALES ON PLU RPT Y
3. PRT LINKED GROUP ON PLU RPT Y
4. PROMO/WASTE TTL ON PLU RPT N
5. INDIV ITEM USAGE QTY ON PLU N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


REPORT PRINTING OPTIONS
6. CNT ON TIME RPT IS CUSTOMER
7. USE FUNC KEY DESC IN REPORT:
REPORT DESCRIPTOR
8. PRT MIN.STK RPT AFTER FIN. N
9. PRT GRAND TTL ON FINAN RPT Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

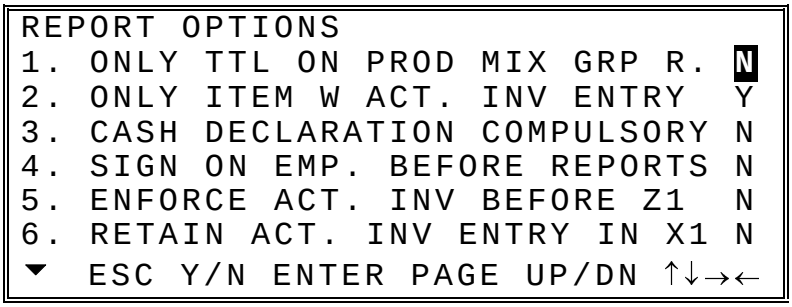

REPORT PRINTING OPTIONS
10.PRT GROUPS BY EMPLOYEE RPT
AFTER EMPLOYEE REPORT N
11.PRT INDIV PLU ON FOOD COST N
12.AUTO CUT STRING REPORT N
13.PRT CLK IN/OUT ON TM KEEP N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

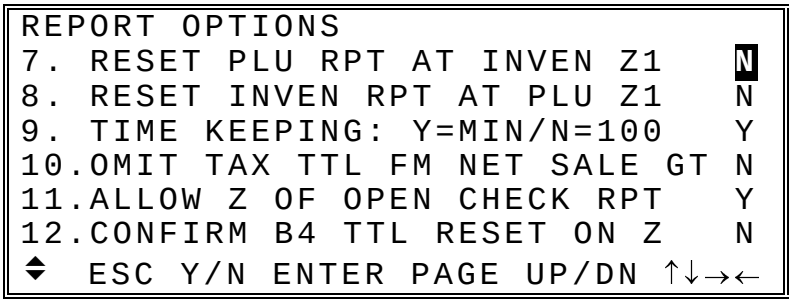
Report Printing Options Program Notes

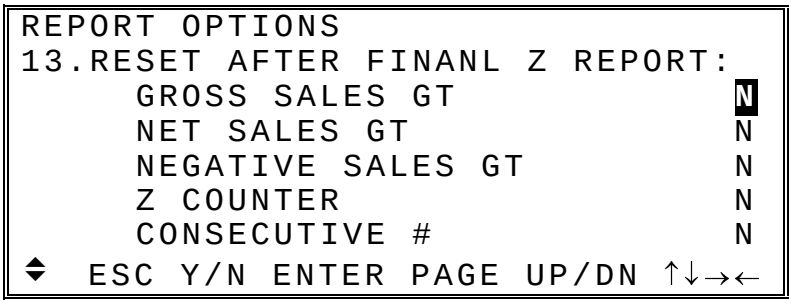
#	FIELD	Notes
1	**ZERO SKIP**	Choose whether to print or skip totals with a zero value on each of the listed reports.
2	**PRINT % OF SALES ON PLU RPT**	If Y, the percentage of each PLUs sales is calculated and printed on the PLU report.
3	**PRT LINKED GROUP ON PLU RPT**	If Y, each item on the PLU report will also print the group number of each group to which the PLU is linked.
4	**PROMO/WASTE TTLS ON PLU RPT**	If Y, the promo and waste detail for each PLU will print on the PLU report.
5	**INDIV ITEM USAGE QTY ON PLU**	If Y, PLU report is adjusted to reflect promo/waste totals.
6	**CNT ON TIME RPT IS**	Select Customer or Guest.
7	**USE FUNC KEY DESC IN REPORT**	Financial/employee reports include totals for some function keys. The descriptor that appears on the report can be the programmed function key descriptor (see "Function Key" on page 75) or can be the report descriptor (see "Report Descriptors" on page 142.)
8	**PRT MIN.STK RPT AFTER FIN.**	If Y, an X1 minimum stock report will automatically follow any financial X or Z report.
9	**PRT GRAND TTL ON FINAN RPT**	If Y, the Grand Total will print on the Financial report.
10	**PRT GROUPS BY EMPLOYEE RPT AFTER EMPLOYEE REPORT**	If Y, the Groups by Employee report will automatically print after the Employee report.
11	**PRT INDIV PLU ON FOOD COST**	If Y, Food Cost report will print out costs for each individual PLU. If, N will print a summary.
12	**AUTO CUT STRING REPORT**	If Y, auto cutting printers will auto cut between reports.
13	**PRT CLK IN/OUT ON TM KEEP**	If Y, each time clock entry will print out on the Time Keeping report. If N, only total hours will print.

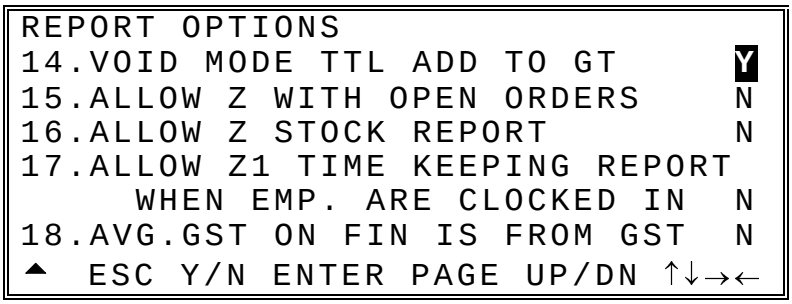
Report Options

1. Select REPORT OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The report options display with the first option field selected. (There are two pages of report printing options.)
2. Select fields and change information in the same manner as described for general options.


REPORT OPTIONS
1. ONLY TTL ON PROD MIX GRP R. N
2. ONLY ITEM W ACT. INV ENTRY Y
3. CASH DECLARATION COMPULSORY N
4. SIGN ON EMP. BEFORE REPORTS N
5. ENFORCE ACT. INV BEFORE Z1 N
6. RETAIN ACT. INV ENTRY IN X1 N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


REPORT OPTIONS
7. RESET PLU RPT AT INVEN Z1 N
8. RESET INVEN RPT AT PLU Z1 N
9. TIME KEEPING: Y=MIN/N=100 Y
10.OMIT TAX TTL FM NET SALE GT N
11.ALLOW Z OF OPEN CHECK RPT Y
12.CONFIRM B4 TTL RESET ON Z N
ESC Y/N ENTER PAGE UP/DN ↑↓→←




REPORT OPTIONS
14.VOID MODE TTL ADD TO GT Y
15.ALLOW Z WITH OPEN ORDERS N
16.ALLOW Z STOCK REPORT N
17.ALLOW Z1 TIME KEEPING REPORT
WHEN EMP. ARE CLOCKED IN N
18.AVG.GST ON FIN IS FROM GST N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

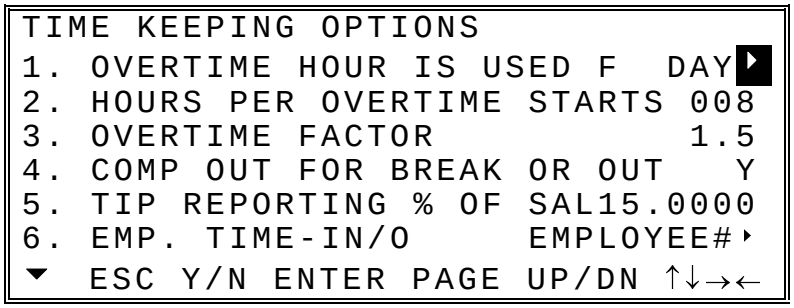
Report Options Program Notes

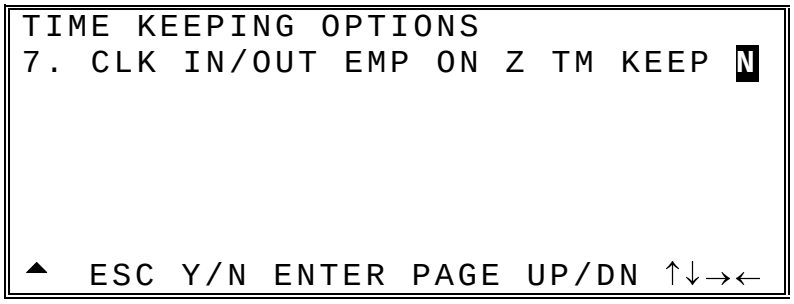
#	FIELD	Notes
1	**ONLY TTL ON PROD MIX GROUP R.**	If Y, skips sales by time period on the Product Mix report.
2	**ONLY ITEMS W ACT. INV ENTRY**	Affects the Inventory report (reporting ingredients from the recipe system). If Y, the Inventory report will report only those items where actual inventory has been entered through the EDIT INVENTORY ITEM function of X-mode.
3	**CASH DECLARATION COMPULSORY**	If Y, you must declare the amount of cash before taking any report that reveals the expected cash-in-drawer. This encourages accurate reporting and over/short amounts are calculated and printed.
4	**SIGN ON EMP. BEFORE REPORTS**	If Y, an employee must be signed on in REG mode before a report may be taken.
5	**ENFORCE ACT. INV BEFORE Z1**	If Y, you must enter actual inventory before running an inventory report.
6	**RETAIN ACT. INV ENTRY IN X1**	If Y, actual inventory entries are retained after an X Inventory report. Use N, if you are doing inventory spot-checks on selected items.
7	**RESET PLU RPT AT INVEN Z1?**	If Y, a Z1 PLU report will automatically be generated when an Inventory Z1 is taken.
8	**RESET INVEN RPT AT PLU Z1?**	If Y, an Inventory Z1 will automatically be generated when a Z1 PLU report is taken.
9	**TIME KEEPING: Y=MIN/N=100**	Determine whether hours worked are recorded and calculated in minutes or decimal units of an hour.
10	**OMIT TAX TTL FM NET SALE GT**	Choose Y, to omit tax totals from the Net Sales Grand total on the financial report.
11	**ALLOW Z OF OPEN CHECK RPT**	Choose Y, to allow a Z open check report.
12	**CONFIRM B4 TTL RESET ON Z**	If Y, a warning will display before any Z report is initiated.
13	**RESET AFTER FINANL Z REPORT:**	Select which totals and counters are reset when a Z1 Financial report is executed.
14	**VOID MODE TTL ADD TO GT**	If Y, activity in the VOID key lock position adds to grand totals.
15	**ALLOW Z WITH OPEN ORDERS**	If Y, any Z report is disabled until open orders are closed.

#	FIELD	Notes
16	ALLOW Z STOCK REPORT	If Y, resetting the Stock report is allowed.
17	ALLOW Z1 TIME KEEPING REPORT WHEN EMP. ARE CLOCKED IN	If Y, the time keeping report can be run when employees are clocked in.
18	AVG. GST ON FIN IS FROM GST	If N, the AVG/GST (average sale per guest or customer) is calculated from customer count; if Y, is calculated from guest count from GUEST key use.

Time Keeping Options

1. Select TIME KEEPING OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The time keeping options display with the first option field selected. (There is one page of time keeping options.)
2. Select fields and change information in the same manner as described for general options.


TIME KEEPING OPTIONS
1. OVERTIME HOUR IS USED F DAY
2. HOURS PER OVERTIME STARTS 008
3. OVERTIME FACTOR 1.5
4. COMP OUT FOR BREAK OR OUT Y
5. TIP REPORTING % OF SAL15.0000
6. EMP. TIME-IN/O EMPLOYEE#
ESC Y/N ENTER PAGE UP/DN ↑↓→←



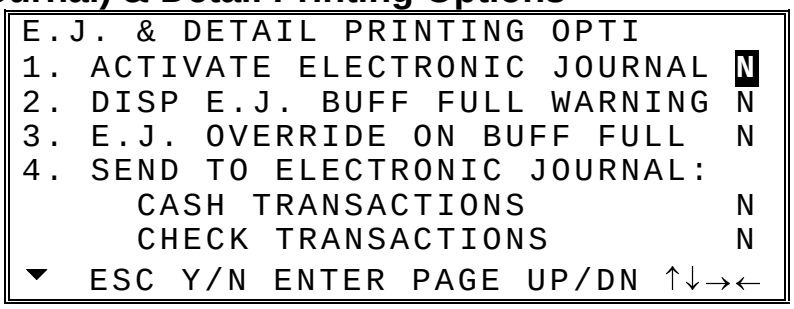
Time Keeping Option Program Notes

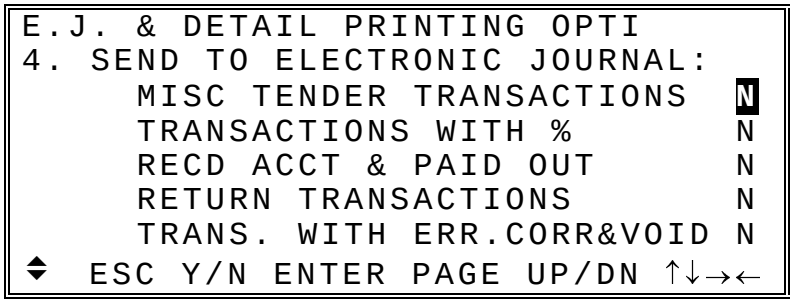
#	FIELD	Notes
1	**OVERTIME HOUR IS USED F**	Select Day or Week for overtime hours.
2	**HOURS PER OVERTIME STARTS**	Enter the number of hours that must be worked per day or week before overtime starts. For example, if field #1 is day, enter 8 hours, or if field #1 is week, enter 40 hours.
3	**OVERTIME FACTOR**	Enter the factor times which the standard pay rate is multiplied to determine overtime pay, i.e. enter 1.5 if rate is time and one half, or enter 2.0 if rate is double time.
4	**COMP OUT FOR BREAK OR OUT**	When clocking out there is a choice for [OUT FOR BREAK] or [OUT]. If Y, you must enter the appropriate number for either choice, rather than just pressing ENTER to choose the default.
5	**TIP REPORTING % OF SAL**	If Y, the percentage entered here is calculated and reported on the Employee report.
6	**EMPLOYEE TIME-IN/O**	Select Employee # or Secret Code.

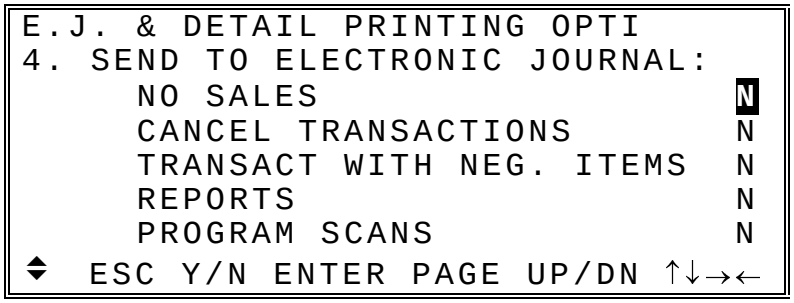
#	FIELD	Notes
7	**CLK IN/OUT EMP ON Z TM KEEP**	If Y, all employees clocked in at the time of the Z Time Keeping report will be clocked out for the report and clocked back in after the report.

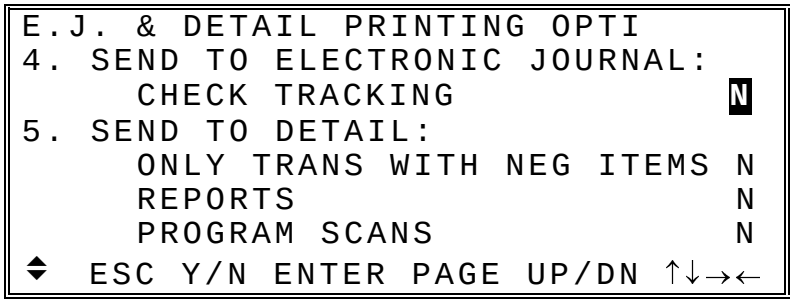
E.J. (Electronic Journal) & Detail Printing Options

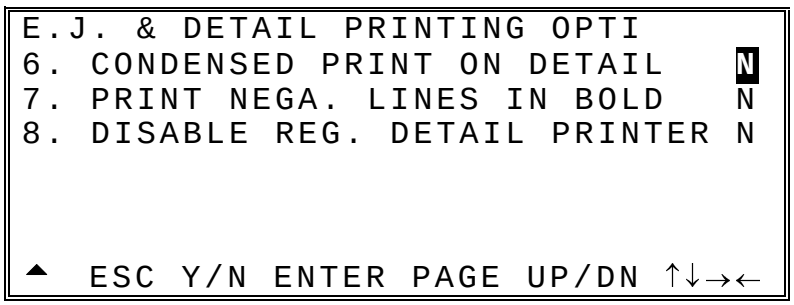
1. Select E.J. PRINTING OPTIONS from the SYSTEM OPTION PROGRAMMING screen. The first option field is selected. (There are two pages of E.J. & Detail Printing options.)
2. Select fields and change information in the same manner as described for general options.


E.J. & DETAIL PRINTING OPTI
1. ACTIVATE ELECTRONIC JOURNAL N
2. DISP E.J. BUFF FULL WARNING N
3. E.J. OVERRIDE ON BUFF FULL N
4. SEND TO ELECTRONIC JOURNAL:
CASH TRANSACTIONS N
CHECK TRANSACTIONS N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


E.J. & DETAIL PRINTING OPTI
4. SEND TO ELECTRONIC JOURNAL:
MISC TENDER TRANSACTIONS N
TRANSACTIONS WITH % N
RECD ACCT & PAID OUT N
RETURN TRANSACTIONS N
TRANS. WITH ERR.CORR&VOID N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


E.J. & DETAIL PRINTING OPTI
4. SEND TO ELECTRONIC JOURNAL:
NO SALES N
CANCEL TRANSACTIONS N
TRANSACT WITH NEG. ITEMS N
REPORTS N
PROGRAM SCANS N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


E.J. & DETAIL PRINTING OPTI
4. SEND TO ELECTRONIC JOURNAL:
CHECK TRACKING N
5. SEND TO DETAIL:
ONLY TRANS WITH NEG ITEMS N
REPORTS N
PROGRAM SCANS N
ESC Y/N ENTER PAGE UP/DN ↑↓→←


E.J. & DETAIL PRINTING OPTI
6. CONDENSED PRINT ON DETAIL N
7. PRINT NEGA. LINES IN BOLD N
8. DISABLE REG. DETAIL PRINTER N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

E.J. (Electronic Journal) & Detail Printing Option Program Notes

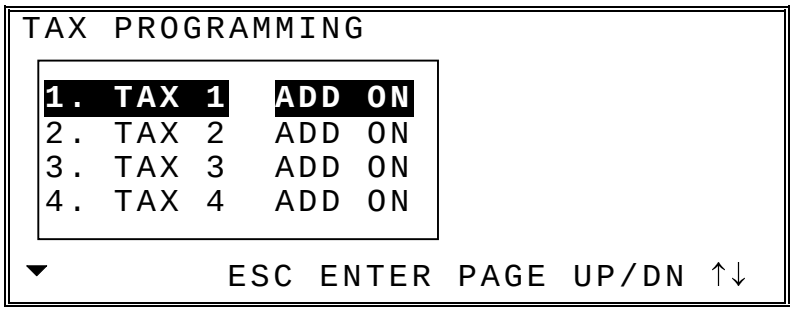
#	FIELD	Notes
1	**ACTIVATE ELECTRONIC JOURNAL**	Select Y to activate the electronic journal.
2	**DISP E.J. BUFF FULL WARNING**	Select Y to display a warning message when the electronic journal is full.
3	**E.J. OVERRIDE ON BUFF FULL?**	Select Y to allow operations to continue when the electronic journal is full. Only the most current transactions will be maintained as memory allows.
4	**SEND TO ELECTRONIC JOURNAL:**	For each type of function or transaction listed, select Y or N to determine it will be recorded in the electronic journal. • CASH TRANSACTIONS • CHECK TRANSACTIONS • MISC TENDER TRANSACTIONS • TRANSACTIONS WITH % • RECD ACCT & PAID OUT • RETURN TRANSACTIONS • TRANSACTIONS WITH ERR CORR&VOID • NO SALES • CANCEL TRANSACTIONS • TRANSACTIONS WITH NEGATIVE ITEMS** • REPORTS • PROGRAM SCANS • CHECK TRACKING **Regardless of other settings, will send only transactions with negative items, % entries, tenders, etc. to the journal.
5	**SEND TO DETAIL:**	For each type of function or transaction listed, select Y or N to determine it will be sent to the appropriate detail/journal printer. • TRANSACTIONS WITH NEGATIVE ITEMS** • REPORTS • PROGRAM SCANS **Regardless of other settings, will send only transactions with negative items, % entries, tenders, etc. to the detail.
6	**CONDENSED PRINT ON DETAIL**	If Y, produces small print on detail
7	**PRINT NEGA. LINES IN BOLD**	If Y, negative lines are reverse print.
8	**DISABLE REG. DETAIL PRINTER**	If Y, journal (detail) printer is turned off.

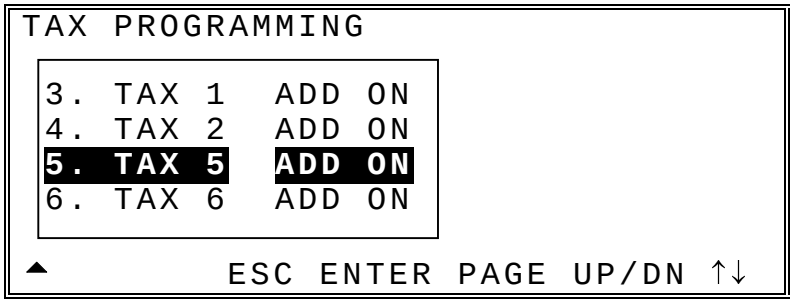
Taxes

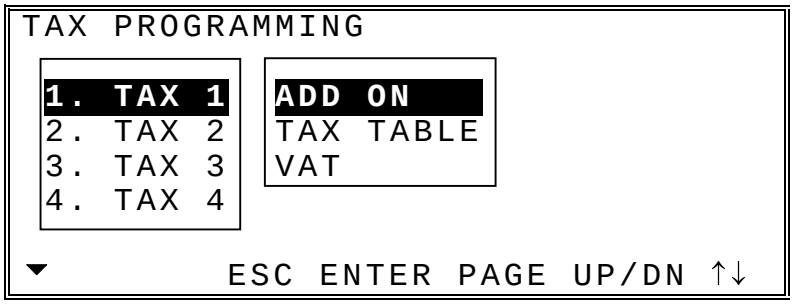
1. Select TAXES from the P-Mode menu to display the TAX PROGRAMMING Screen.
2. Choose a tax from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.
3. The tax calculation pop-up window displays. Select ADD ON, TAX TABLE, or VAT.







Add On Taxes

Options for add on taxes 1-5 are shown on the screen at the right.

1. Press the ↑ ↓ ← → keys to select the field you wish to edit. Type new information and press **ENTER**.
2. Press **ESC** to return to the TAX PROGRAMMING MENU.

```
TAX#1 BY ADD ON

RATE                          00.000
THRESHOLD                      00.00
HIGH HOLD                 0000000.00
```

NOTE: Options for add on tax 6 are shown on the screen at the right. Tax 6 should be used for the Canadian Goods and Services tax (GST). Here you have the option of taxing the GST by other applicable rates (tax on tax).

```
TAX#6 BY ADD ON

RATE                          00.000
THRESHOLD                      00.00
HIGH HOLD                 0000000.00
                           1 2 3 4 5
GST(TAX6) IS TAXABLE :     N N N N N
```

Add On Taxes Program Notes

FIELD	Notes
RATE	Enter the tax rate. If fractional, press the decimal and up to three digits.
THRESHOLD	Enter the lowest amount where tax is charged.
HIGH HOLD	Tax is no longer charged after the amount entered here.
GST(TAX6) IS TAXABLE	Indicate the tax number of any taxes that accrue on the GST tax amount (tax on tax).

Tax Table

Options for taxes by tax table are shown on the screen at the right.

1. Press the ↑ ↓ ← → keys to select the field you wish to edit. Type new information and press **ENTER**. Press **PAGE UP** or **PAGE DN** to access additional break point differences. You can program a maximum of 100 break points.
2. Press **ESC** to return to the TAX PROGRAMMING MENU.

```
TAX#1 BY TABLE

MAXIMUM NON-TAXABLE AMOUNT 00.10
FIRST TAX AMOUNT CHARGED   00.01
# OF NON REPEAT BREAKS        05
# OF REPEAT BREAKS           03
BREAK POINT 1              00.21
BREAK POINT 2              00.38
```

Entries shown are for the Illinois 6% sample table shown on the next page.

Tax Table Programming Notes

Field	Note
FIRST TAX AMOUNT CHARGED	Enter the first tax amount that is charged. For this example the entry is 0.01.
MAXIMUM NON-TAXABLE AMOUNT	Enter the highest amount where no tax is charged. For this example the entry is 0.10.
# OF NON-REPEAT BREAKS	Enter the number of Non-repeat breaks. For this example the entry is 5.
# OF REPEAT BREAKS	Enter the number of repeat breaks. For this example the entry is 3.
BREAK POINT (1-100)	Enter the high amount in the range. For example, if the break point is .22 - .38, enter .38 for the break point.

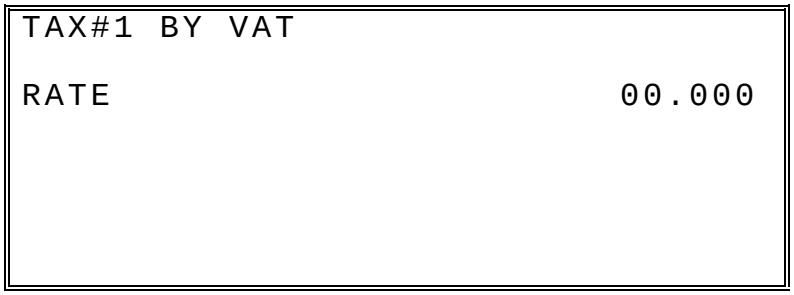
Tax Table Programming Example - Illinois 6% Tax Table

1. Examine the printed tax table for the tax you are programming.
2. Examine the pattern of break point differences to determine when the break points begin to repeat. Mark the beginning break points that do not fit a pattern as "non-repeat breaks." Mark the break points that are repeating in a pattern as "repeat breaks." Count the number of repeat and non-repeat breaks.

Tax Charged	Sale Amount Range	Break point s
$0.00	$0.00 - $0.10	
$0.01	$0.11 - $0.21	
$0.02	$0.22 - $0.38	
$0.03	$0.39 - $0.56	Non-Repeat
$0.04	$0.57 - $0.73	
$0.05	$0.74 - $0.91	
$0.06	$0.92 - $1.08	
$0.07	$1.09 - $1.24	Repeat
$0.08	$1.25 - $1.41	
$0.09	$1.42 - $1.58	
$0.10	$1.59 - $1.74	
$0.11	$1.75 - $1.91	
$0.12	$1.92 - $2.08	
$0.13	$2.09 - $2.24	
$0.14	$2.25 - $2.41	

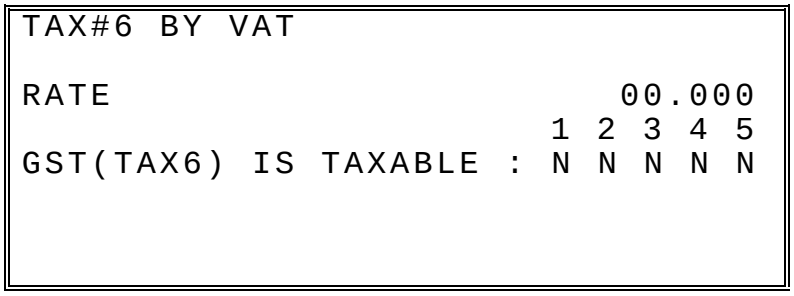
VAT

Options for VAT taxes 1-5 are shown on the screen at the right.



1. Press the ↑ ↓ ← → keys to select the field you wish to edit. Type new information and press **ENTER**.
2. Press **ESC** to return to the TAX PROGRAMMING MENU.

Options for VAT tax 6 are shown on the screen at the right. Tax 6 should be used for the Canadian Goods and Services tax (GST). Here you have the option of taxing the GST by other applicable rates (tax on tax).



VAT Program Notes

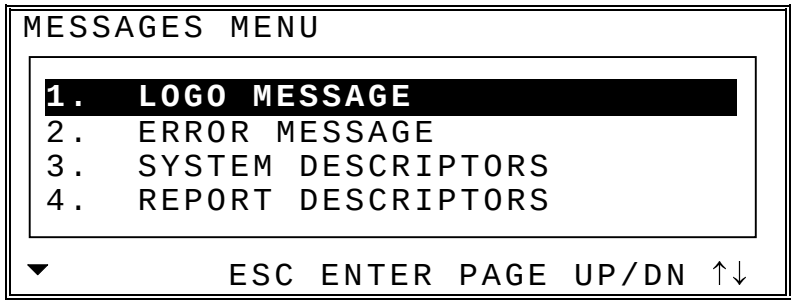
FIELD	Notes
GST(TAX6) IS TAXABLE	Indicate the tax number of any taxes that accrue on the GST tax amount (tax on tax).

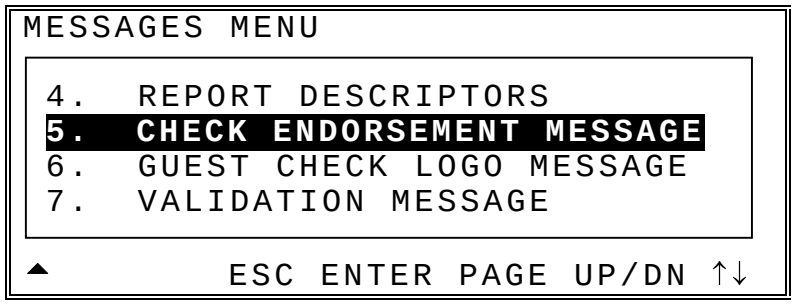
Messages

1. Choose MESSAGES from the P-MODE PROGRAMMING MENU to display the MESSAGES MENU screen.
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

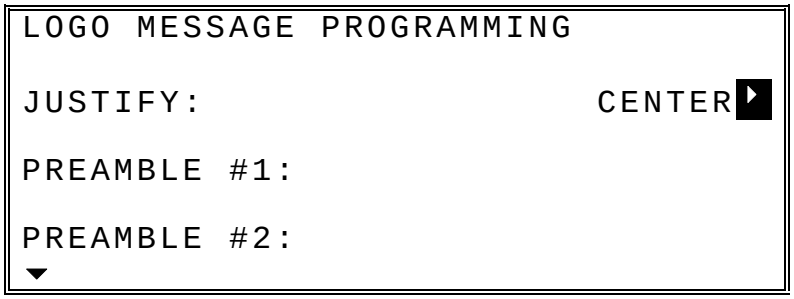
   Press ↑ or ↓ to move the cursor to your choice and press **ENTER**.

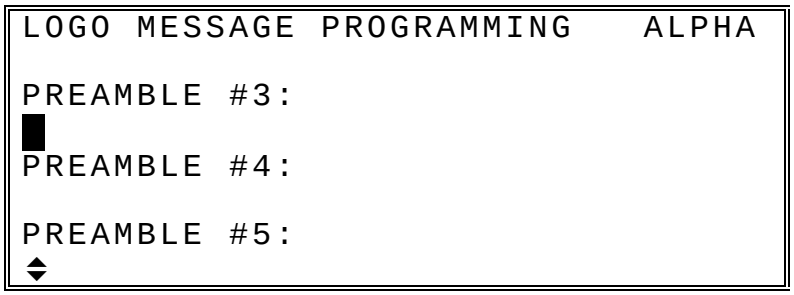


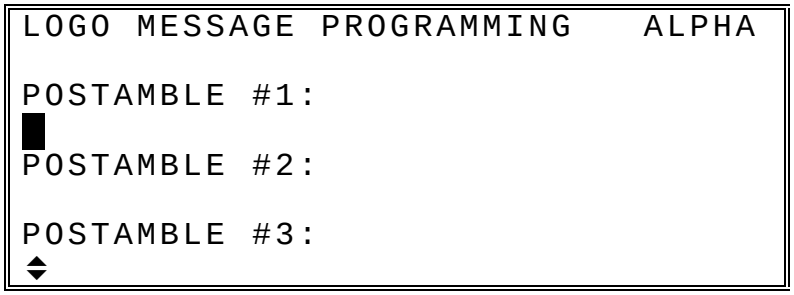


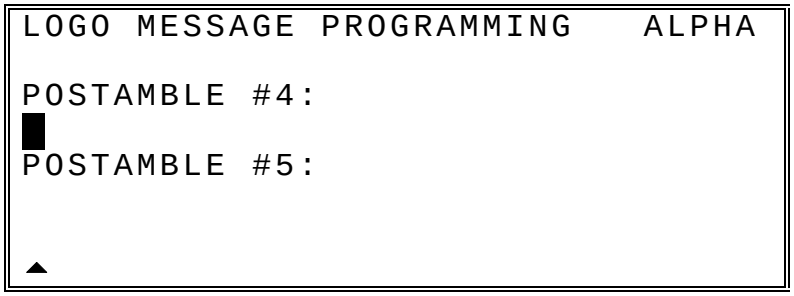
Logo Message

1. Choose LOGO MESSAGE to display the LOGO MESSAGE PROGRAMMING screen.
2. Set the JUSTIFY option to center, left or right justify your message.
3. Type the preamble message in the space provided, up to 40 characters per line. Press the ↑ ↓ ← → keys to move the cursor to a new position.
4. Press **PAGE DN** to program the logo postamble. Type the message in the space provided. Up to 40 characters per line. Press the ↑ ↓ ← → keys to move the cursor to a new position.
5. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.







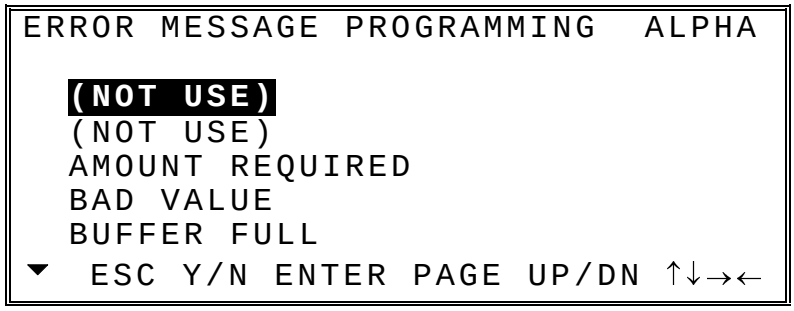


Error Messages

Using this program, you can change the standard error messages from the default settings to messages that meet your language or application needs.

Note: Use (22) P-Mode Program Scan Printing to print a list of error messages.

1. Choose ERROR MESSAGE from the MESSAGES MENU to display the ERROR MESSAGE PROGRAMMING screen.
2. Select a message to edit. Press the ↑ or ↓ keys and the **PAGE UP** or **PAGE DN** keys as necessary.
3. With a message selected, type a new message up to 30 characters in length.
4. Press **ENTER** to finalize each message entry.
5. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.



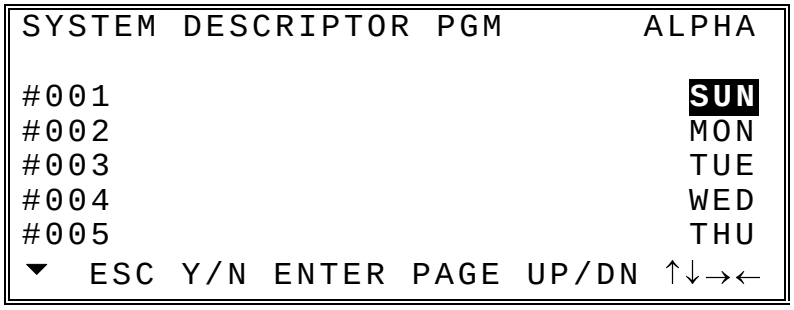
System Descriptors

Using this program, you can change the standard system descriptors from the default settings to messages that meet your language or application needs.

The length of each descriptor varies. For example day of week fields are 3 characters, while other printed messages are 5 characters or more.

Note: Use (22) P-Mode Program Scan Printing to print a list of system descriptors.

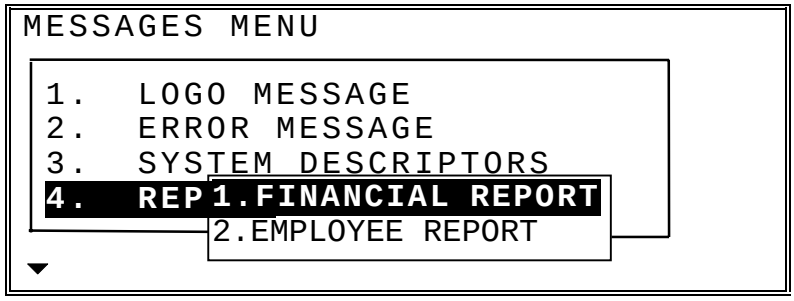
1. Choose SYSTEM DESCRIPTORS to display the SYSTEM DESCRIPTOR PROGRAMMING screen.
2. Press the ↑ ↓ ← → keys to move the cursor to a new position. Type a new message over the default descriptor.
3. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.

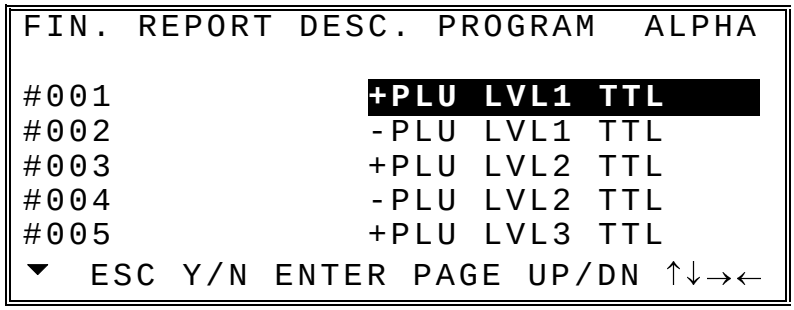


Report Descriptors

Using this program, you can change the standard descriptors that appear on financial and employee reports from the default settings to descriptors that meet your language or application needs.

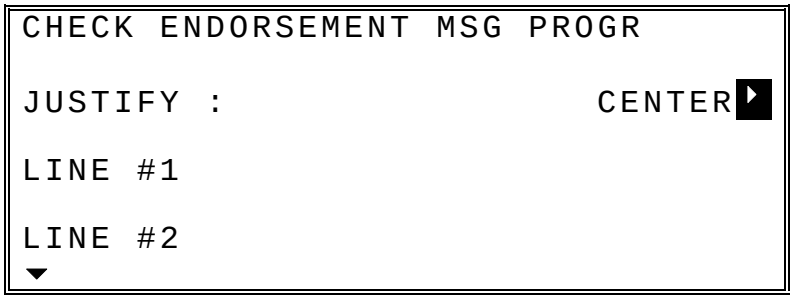
1. Choose REPORT DESCRIPTORS from the MESSAGES MENU. From the pop-up menu, select EMPLOYEE or FINANCIAL report to edit the descriptors on the selected report.
2. Select a descriptor to edit. Press the ↑ or ↓ keys and the **PAGE UP** or **PAGE DN** keys as necessary.
3. With a descriptor field selected, type a new descriptor up to 16 characters in length.
4. Press **ENTER** to finalize each descriptor entry, press ESC to exit the screen and return to the MESSAGES MENU screen.

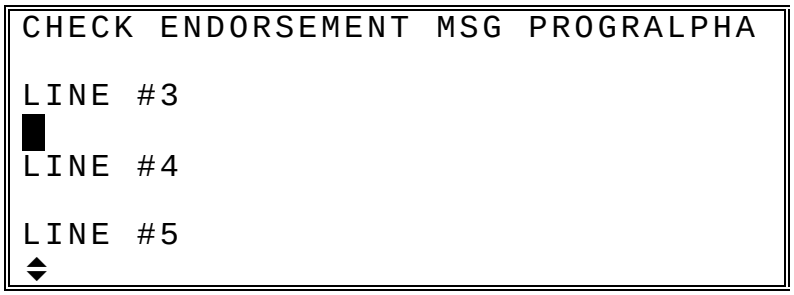


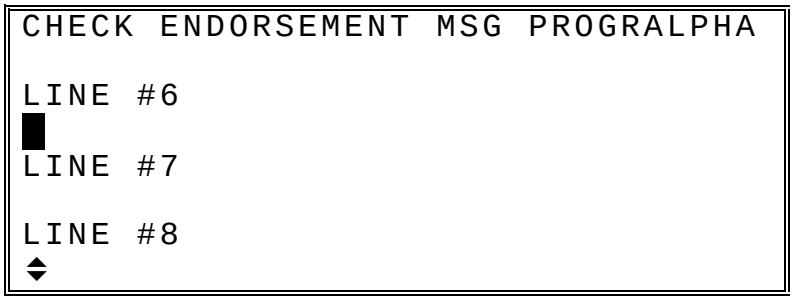

FIN. REPORT DESC. PROGRAM ALPHA
#001 +PLU LVL1 TTL
#002 -PLU LVL1 TTL
#003 +PLU LVL2 TTL
#004 -PLU LVL2 TTL
#005 +PLU LVL3 TTL
ESC Y/N ENTER PAGE UP/DN ↑↓→←

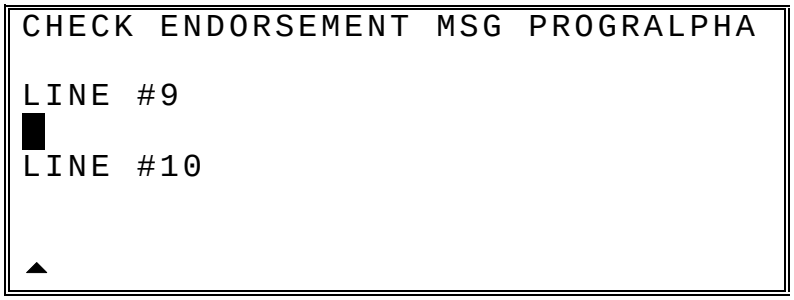
Check Endorsement Message

1. Choose CHECK ENDORSEMENT MESSAGE to display the CHECK ENDORSEMENT MESSAGE PROGRAMMING screen.
2. Set the JUSTIFY option to center, left or right justify your message.
3. Type a message in the space provided. Up to 40 characters per line. Press the ↑ ↓ ← → keys to move the cursor to a new position.
4. Press **PAGE DN** to program lines 6-10 of the message.
5. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.



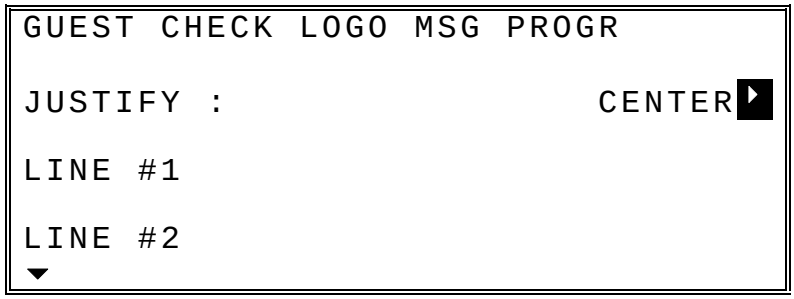


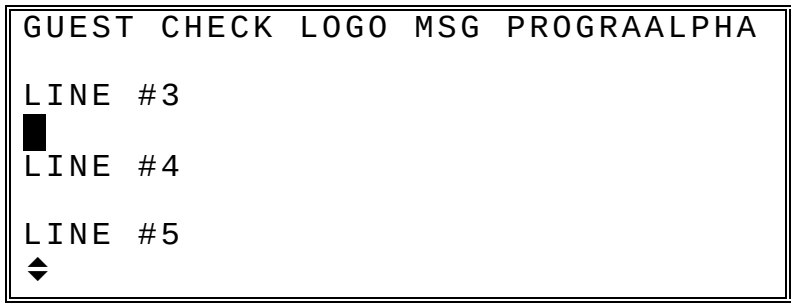


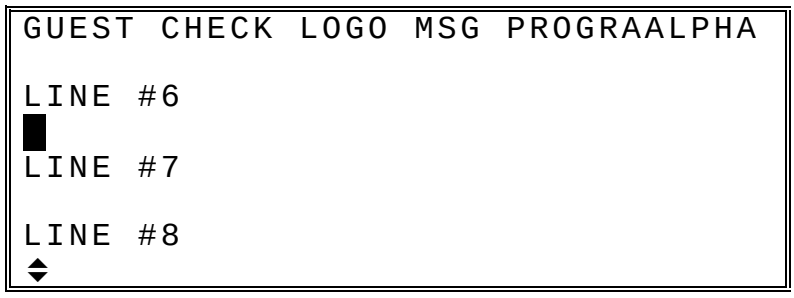


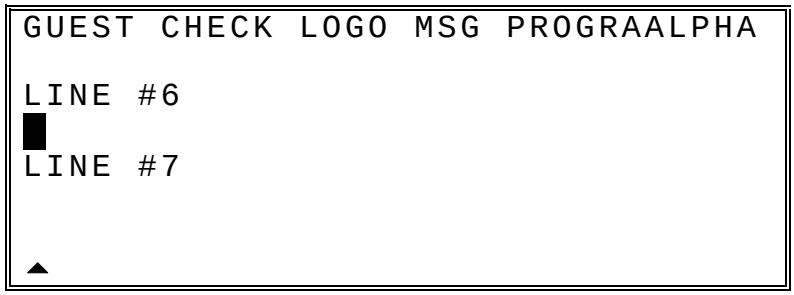
Guest Check Logo Message

1. Choose GUEST CHECK MESSAGE to display the GUEST CHECK MESSAGE PROGRAMMING screen.
2. Set the JUSTIFY option to center, left or right justify your message
3. Type a message in the space provided. Up to 40 characters per line. Press the ↑ ↓ ← → keys to move the cursor to a new position.
4. Press **PAGE DN** to program lines 6-10 of the message.
5. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.



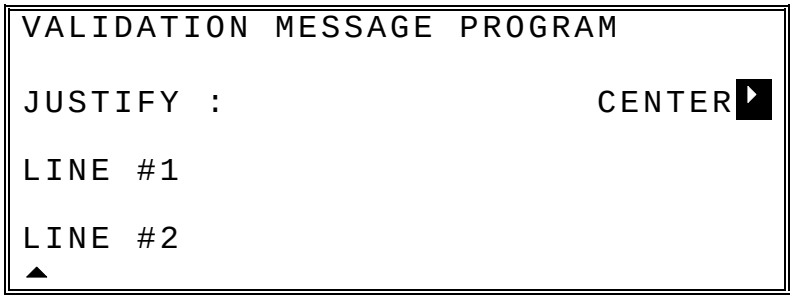






Validation Message

1. Choose VALIDATION MESSAGE to display the VALIDATION MESSAGE PROGRAMMING screen.
2. Set the JUSTIFY option to center, left or right justify your message.
3. Type a message in the space provided. Up to 40 characters per line. Press the ↑ ↓ ← → keys to move the cursor to a new position.
4. Press **ESC** to exit the screen and return to the MESSAGES MENU screen.



Window Look Up (WLU)

Overview

There are three types of items that can be found on a Window Look-Up (WLU): condiments, functions, and PLUs. The same WLU can contain any combination of condiments, functions, and PLUs.

Specific features and rules for WLUs are summarized below:

- A specific WLU can be activated automatically after a PLU is entered. (See "PLU Programming" on page 61.)
- Pressing a WLU key on the keyboard can activate a specific WLU. (See "Keyboard Key Relocation in S-Mode Programming.) Or, by placing the WLU# key on the keyboard, any number of WLUs can be accessed by typing the WLU number and pressing the WLU# key.
- A WLU can be linked to a subsequent WLU in order to prompt an operator through a sequence of selections.
- Adding them in a specific order can control the order in which items appear on a WLU. Items can be deleted or items can be added in the middle of a list.
- The total number of WLUs and the capacity of each WLU is set in memory allocation. (See "Memory Allocation " in S-Mode Programming.) The default capacity of each WLU is 28 items; the maximum capacity is 50 items.

WLU Programming

The first step in WLU programming is to select individual options for the WLU. Next, a list of items (Condiments, PLUs and/or functions) is assigned.

1. Select WINDOW LOOK UP (WLU) from the P-MODE PROGRAMMING MENU to display the WLU# PROGRAMMING Screen.
2. Type the WLU number and press **ENTER**, or press **PAGE UP** or **PAGE DN** to scroll to the WLU you wish to program.
3. Press the ↑ ↓ ← → keys to select a field to edit:

⇒ For yes/no fields, press the **Y/N** key to toggle from yes to no.

⇒ For numeric fields, type new value.

```
WLU#01 PROGRAMMING
1. TITLE :          WLU#1
2. ALLOW CONDIMENT              N
   ALLOW PLU                    N
   ALLOW FUNCTIONS              N
3. # OF ITEM CHOICE(0=UNLIMIT)00
4. ITEM MULTIPLICATION          N
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

```
WLU#01 PROGRAMMING
5. EXIT FROM TABLE WITH DONE    Y
6. LINK TO WLU# (0=NO LINK)    00

EDIT ITEMS▸


▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

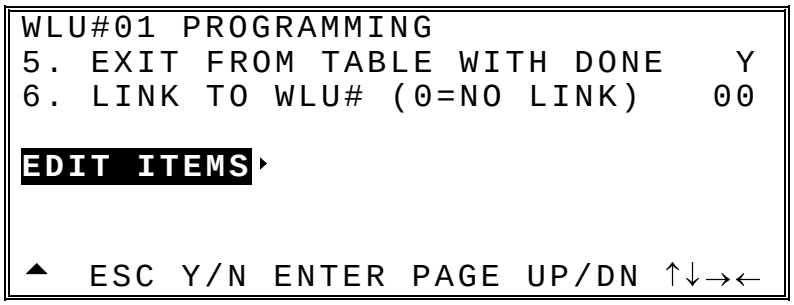
WLU Program Notes

#	Field	Notes
1	**TITLE**	Enter a descriptor up to 12 characters in length.
2	**ALLOW CONDIMENTS** **ALLOW PLU** **ALLOW FUNCTIONS**	Select Y or N to determine the type of items that are allowed to display on the WLU. For example, if you select N for ALLOW FUNCTIONS, you cannot add a function to this WLU.

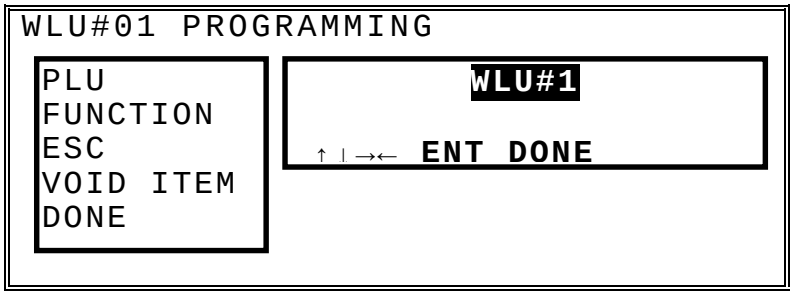
#	Field	Notes
3	**# OF ITEM CHOICE (0=UNLMITED)**	If you select 1 in this field, when a condiment is selected from the WLU, the WLU is automatically closed. In the same manner, if you select 2, the WLU is automatically closed after the second WLU is registered. If you select 0, any number of selections can be made. Pressing DONE then closes the WLU.
4	**ITEM MULTIPLICATION**	If Y, when a quantity of main items are sold, then condiments are entered by multiplication until the quantity of condiments matches the quantity of main items. For example, 5 of the main item "chicken dinner" are entered. The WLU displays the selections "regular" and "crispy". The WLU will close when the quantity of 5 is reached, i.e. 3 times "regular" and 2 times "crispy".

Editing WLU Items

1. If you wish to add or delete items from the WLU, select EDIT ITEMS and press **ENTER**.



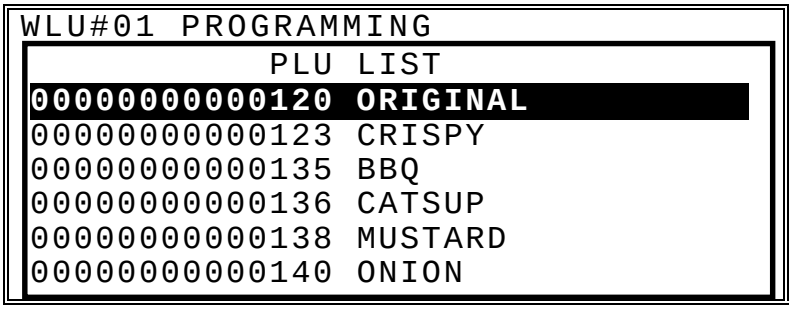
2. On the right side of the screen, the WLU window will display looking exactly like it will when it is used in operations. An window on the left portion of the screen displays the options:



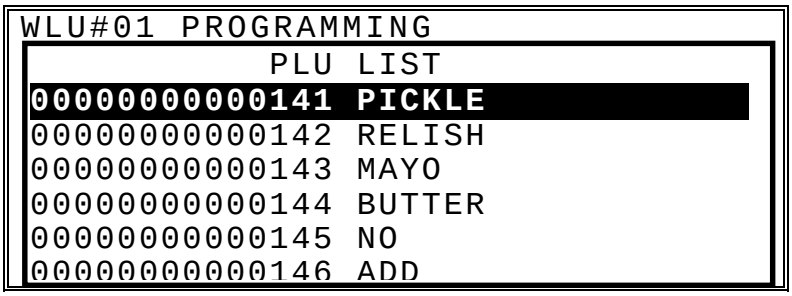
Adding PLUs or Condiments to a WLU

1. To add PLUs or Condiments to the WLU:

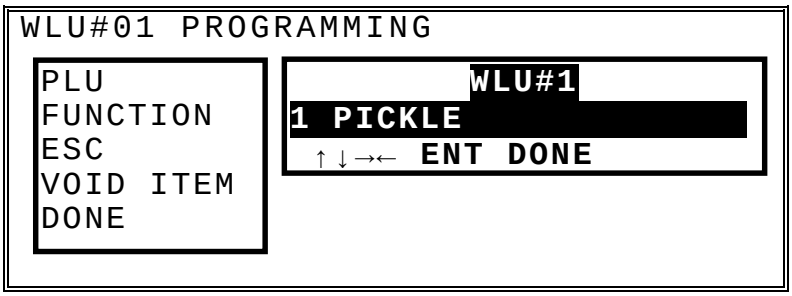
- Press the PLU key on the keyboard, or
- Type the PLU number and press **PLU**, or
- Press **PLU** directly to display the PLU list.



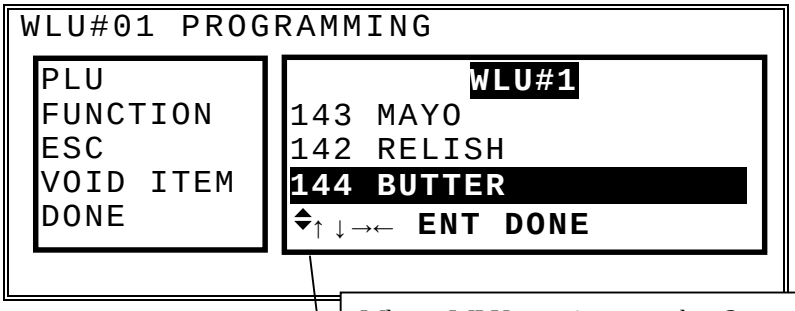
2. Press the ↑ or ↓ keys to select a PLU or condiment PLU from the list.



3. Press **ENTER** to place the PLU or condiment PLU item on the WLU.



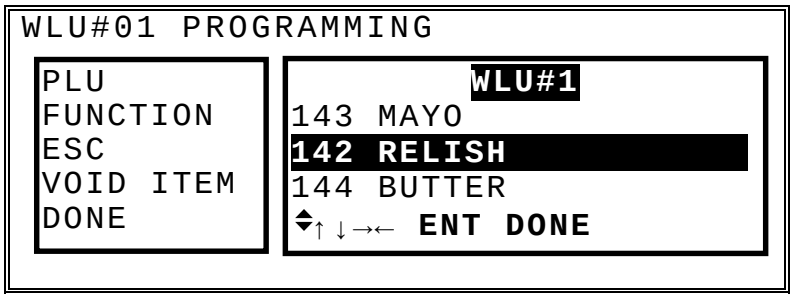
4. Continue to add items by either pressing PLU key, typing the PLU number and pressing **ENTER**, or selecting the PLU from the PLU list. The last item entered on the WLU list remains selected.



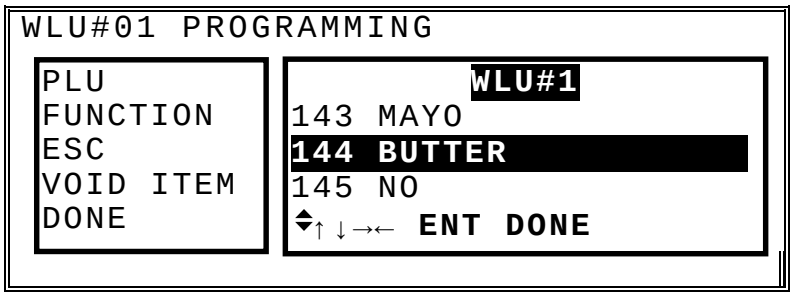
When a WLU contains more than 3 items, the scroll indicators (▼, ▲, or ▲▼) show that more items appear below, above, or above and below the items currently displayed.

Deleting Items From a WLU

1. To delete an item, press ↑ or ↓ to select the item to delete. Press **DELETE** or **VOID ITEM** to delete the item.

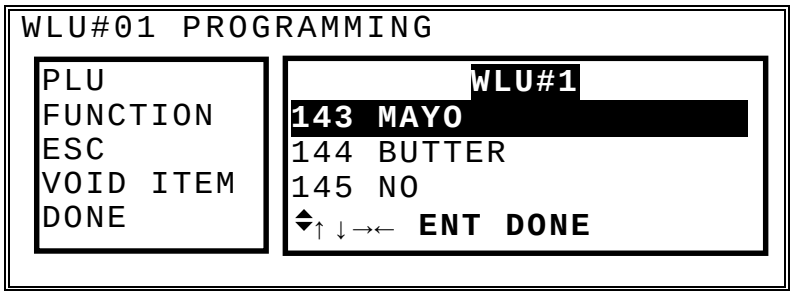


2. Note that items are automatically shifted up to fill the space the deleted item occupied.

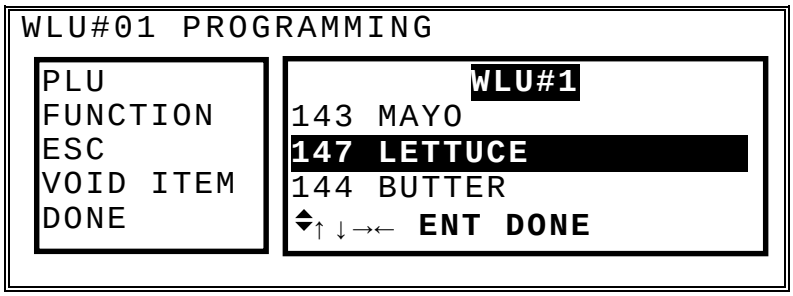


Add an Item In a Specific Position Within a WLU

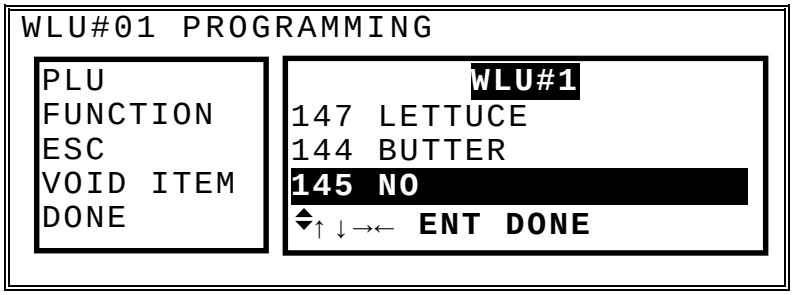
1. To add an item in a different position within the list, move the cursor to the position above where you wish to insert the item.



2. Add a new PLU or condiment.

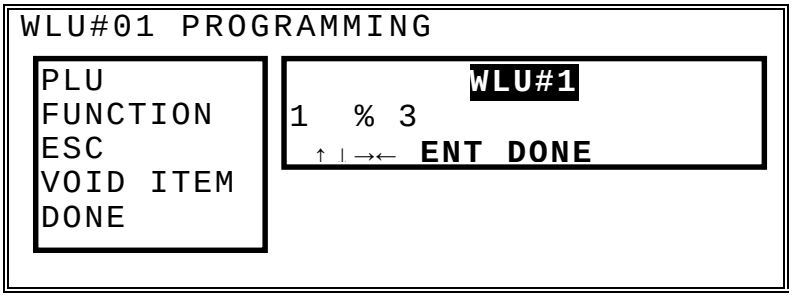


3. Move the cursor to the end of the list where you can continue adding items to the end of the WLU list.



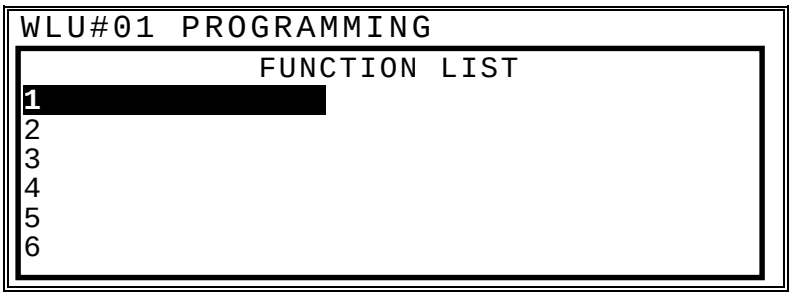
Adding Functions to a WLU

1. To add functions to the WLU, press the function you wish to add or press **ESC** to view a function list.

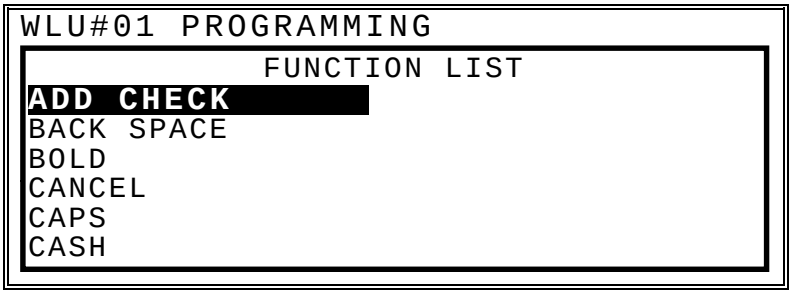


NOTE: ALLOW FUNCTIONS must be set to Y (yes) on the WLU programming window to allow functions to be included in the WLU.

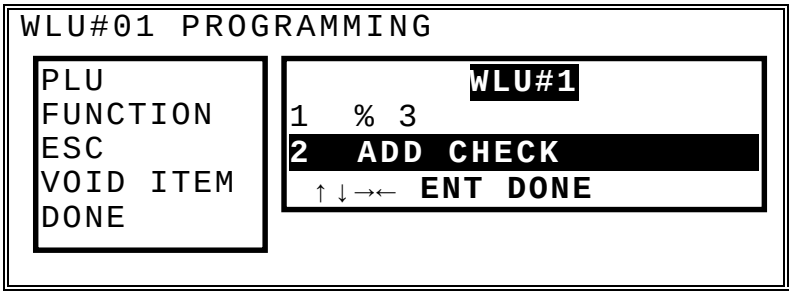
2. Press **ESC**. The FUNCTION LIST displays.



3. Use the PAGE UP/PAGE down or cursor keys select a function.

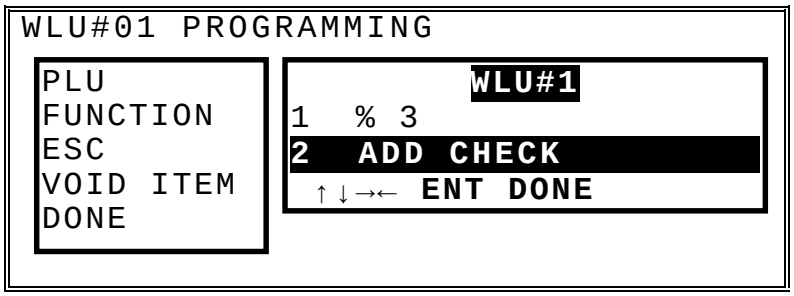


4. Press **ENTER**. The updated WLU displays. Delete items and edit the WLU in the same manner as you would delete PLUs or condiments.



Exiting WLU Edit Items

1. Press **DONE** to exit the EDIT ITEMS window.
2. Continue to program WLUs as necessary or press **ESC** to return to the P-MODE PROGRAMMING MENU.



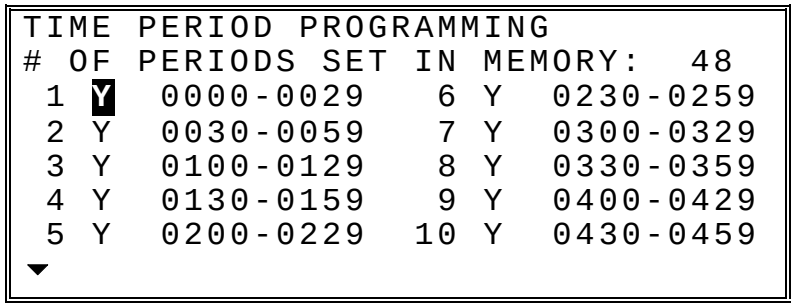
Time Period

Memory allocation determines whether there are 24, 48, or 96 time periods. Time periods will default to hourly periods if 24 periods are selected in memory allocation; 30-minute periods if 48 periods are selected; 15-minute periods if 96 periods are selected.

Periods can be set to custom lengths using this program. If fewer periods are needed than are available, unneeded periods can be inactivated so that they will not appear on reports. To inactivate a period, replace the "Y" (active) for the period with an "N" (inactive).

All time units are based upon a 24-hour clock (military time).

1. Select TIME PERIOD from the P-MODE PROGRAMMING MENU to display the TIME PERIOD PROGRAMMING screen.
2. Press the ↑ ↓ ← → keys to select a field to edit.
3. Type new information into the field, press **ENTER**.
4. Press **ESC** to exit the TIME PERIOD PROGRAMMING screen.



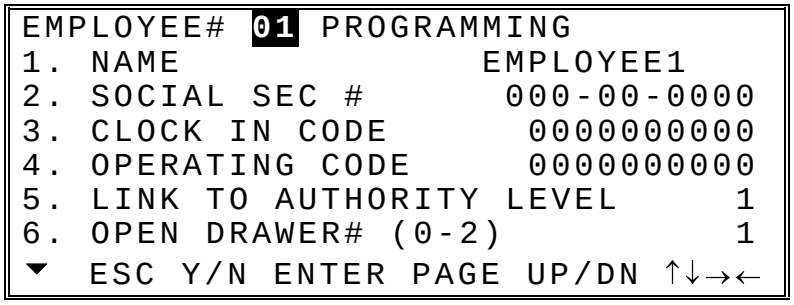
Employee

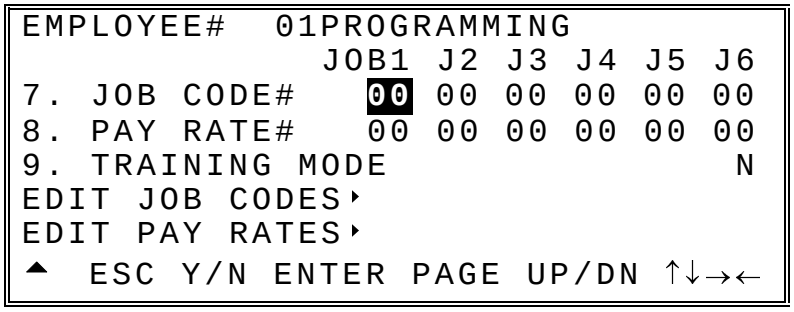
The employee file contains information for register operators as well as employees who use the register only to clock in or out (employee time keeping.) Specific functions that are allowed or disallowed for each employee are determined by assigning the employee to an authority level. (See "Authority Level" on page 159.)

Two 10 digit code numbers may be assigned for each employee. A time keeping code is used to clock in or out and a separate sign on code used to operate the register. The social security number is for reference only and appears only on reports.

The total number of employees (up to 999) is set in memory allocation. See "Memory Allocation" in "S-Mode Programming".

1. Select EMPLOYEE from the P-MODE PROGRAMMING MENU to display the EMPLOYEE# PROGRAMMING screen.
2. Type the EMPLOYEE number and press **ENTER**, or press **PAGE UP** or **PAGE DN** to scroll to the Employee you wish to program.
3. Press the ↑ ↓ ← → keys to select a field to edit.
4. Enter the appropriate value using numeric keys. Values that are not allowed will not be accepted.
5. Press **ESC** to exit the EMPLOYEE PROGRAMMING screen.


EMPLOYEE# 01 PROGRAMMING
1. NAME EMPLOYEE1
2. SOCIAL SEC # 000-00-0000
3. CLOCK IN CODE 0000000000
4. OPERATING CODE 0000000000
5. LINK TO AUTHORITY LEVEL 1
6. OPEN DRAWER# (0-2) 1
▼ ESC Y/N ENTER PAGE UP/DN ↑↓→←


EMPLOYEE# 01PROGRAMMING
JOB1 J2 J3 J4 J5 J6
7. JOB CODE# 00 00 00 00 00 00
8. PAY RATE# 00 00 00 00 00 00
9. TRAINING MODE N
EDIT JOB CODES▸
EDIT PAY RATES▸
▲ ESC Y/N ENTER PAGE UP/DN ↑↓→←

Employee Program Notes

#	Field	Notes
3	**CLOCK IN CODE**	Enter a number (up to 10 digits in length) that will be used by this employee to clock in and/or out.
4	**OPERATING CODE**	Enter the secret code number (up to 10 digits in length) that can be used to sign in/out. Note that system option # 21 "EMPLOYEE SIGN-ON" must be set to "SECRET CODE" to use this number. See "General Function Options" on page 101.
5	**LINK TO AUTHORITY LEVEL**	Operations and programs that can be accessed by this employee are determined by selecting a authority level here. See "Authority Levels" on page 159 to define specific operations for each of 9 levels.
6	**OPEN DRAWER# (0-2)**	If drawer 0 is assigned, the employee can only perform check track postings (not payments).
7 **8**	**JOB CODE#** **PAY RATE#**	An employee might have more than one job, possibly with a different pay rate for each job. For example, in a restaurant, an employee might work as a server one day, and on a different day or shift, work as a cashier. By assigning separate job codes and pay rates for each employee, the built in time clock can track and report hours and wage costs appropriately. See "Edit Job Codes" on page 157 and "Edit Pay Rates" on page 158 to set up the job codes and pay rates you need to use. See "Time Clock Procedures" in the *SER-7000 Operation Manual* for instructions on clocking on/off for different jobs. Note that the job code you assign for JOB1 is the default job code for clocking in/out.
9	**TRAINING MODE?**	If Y, this employee will be in training, regardless of the training mode status of the entire register.

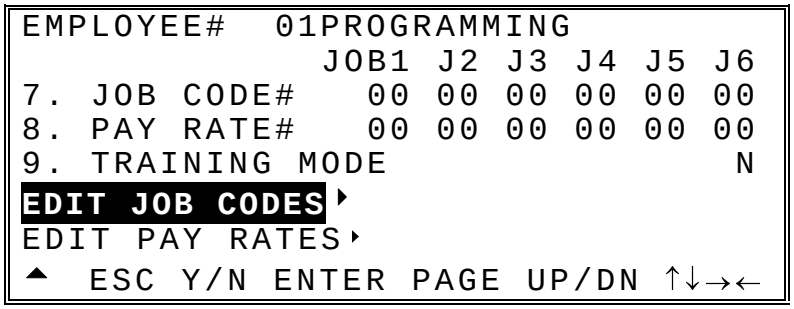
Edit Job Codes

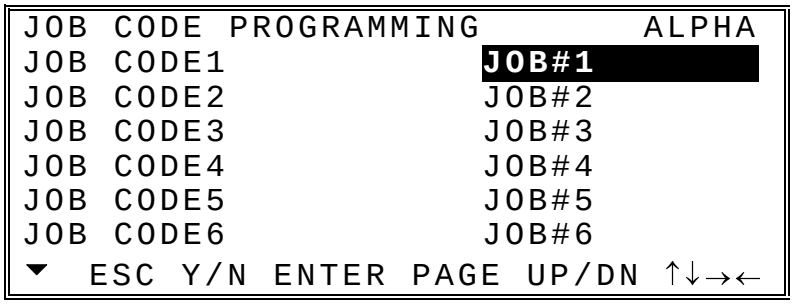
Note: An employee with the appropriate authority level must be signed on to perform job code programming.

Job codes are used to break down the hours worked for all employees into different categories (See "Labor Groups" report in the *Operation Manual*.) A breakdown of hours by job is also reported for each employee (See "Time Keeping" reports in the *Operation Manual*.)

The job codes to be used by all employees are set up here. There are 20 possible job codes. Each job code you wish to activate must be given a descriptor here.

1. From any employee record screen, use the CURSOR keys to select EDIT JOB CODES.
2. Press **ENTER** to display the JOB CODE PROGRAMMING screen.
3. Up to twenty job codes can be programmed. Enter a descriptor to activate the associated job code#. Press **PAGE UP** or **PAGE DN** or press the ↑ ↓ ← → to position the cursor for programming descriptors.
4. Press **ENTER** to finalize the descriptor entry and move to the next job code descriptor field.
2. Continue to program job codes or press **ESC** to exit and return to the appropriate EMPLOYEE # PROGRAMMING screen.


EMPLOYEE# 01PROGRAMMING
JOB1 J2 J3 J4 J5 J6
7. JOB CODE# 00 00 00 00 00 00
8. PAY RATE# 00 00 00 00 00 00
9. TRAINING MODE N
EDIT JOB CODES
EDIT PAY RATES
ESC Y/N ENTER PAGE UP/DN ↑↓→←



Edit Pay Rates

Note: An employee with the appropriate authority level must be signed on to perform pay rate programming.

The pay rates to be used by all employees are set up here. There are 50 pay rates.

1. From any employee record screen, press the ↑ or ↓ keys to select EDIT PAY RATES.
2. Press **ENTER** to display pay rate PROGRAMMING screen.
3. Up to fifty pay rates can be programmed. Enter an amount to activate the associated pay rate#. Press **PAGE UP** or **PAGE DN** or press the ↑ ↓ ← → to position the cursor for programming rates.
4. Press **ENTER** to finalize the rate entry and move to the next job code descriptor field.
2. Continue to program pay rates or press **ESC** to exit and return to the appropriate EMPLOYEE # PROGRAMMING screen.

```
EMPLOYEE#  01PROGRAMMING
              JOB1 J2 J3 J4 J5 J6
7. JOB CODE#   00 00 00 00 00 00
8. PAY RATE#   00 00 00 00 00 00
9. TRAINING MODE                N
EDIT JOB CODES▸
EDIT PAY RATES▸
▼  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

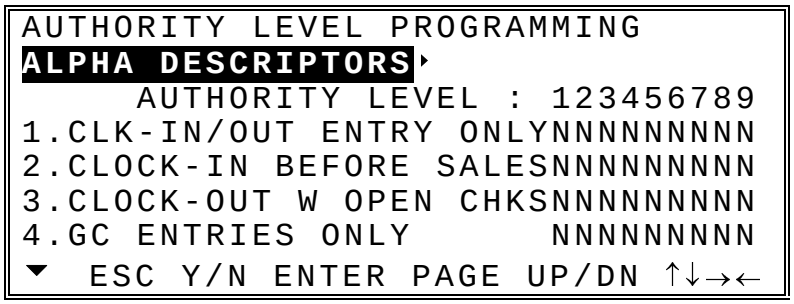
```
PAY RATE PROGRAMMING
PAY RATE1                    00.00
PAY RATE2                    00.00
PAY RATE3                    00.00
PAY RATE4                    00.00
PAY RATE5                    00.00
PAY RATE6                    00.00
▲  ESC Y/N ENTER PAGE UP/DN ↑↓→←
```

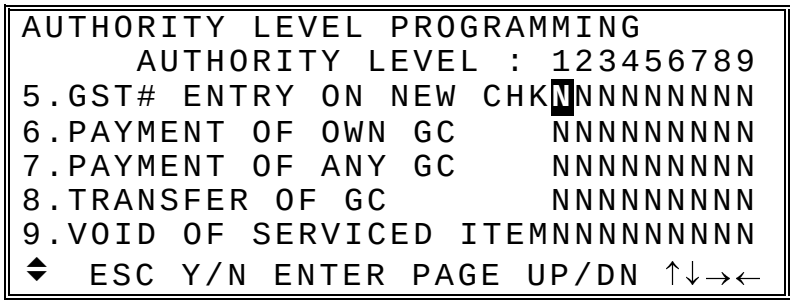
Authority Levels

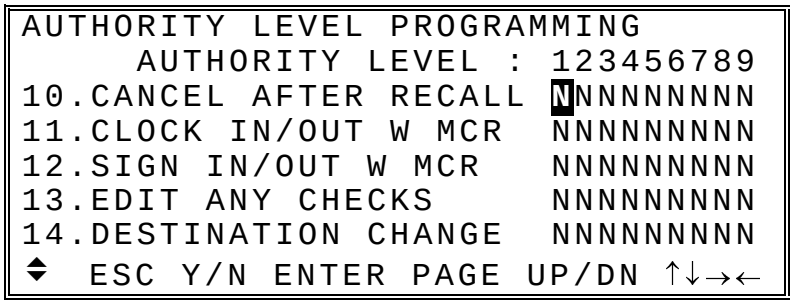
Each employee must be assigned to one of nine authority levels. See "Employee" on page 155 to assign an employee to an authority level. The selections made here for each authority level determine the operations that are allowed for each employee.

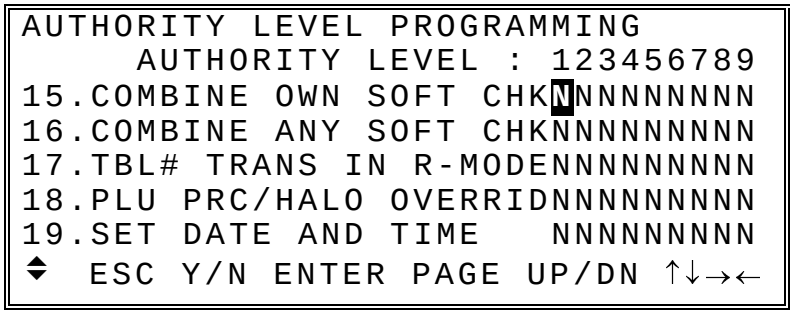
For example, in a restaurant an authority level with the descriptor *kitchen help* could be set to allow only clocking in/out, or an authority level with the descriptor *owner* could be set up to allow all functions. Other authority levels could be defined for servers, cashiers and managers that allow only the appropriate functions.

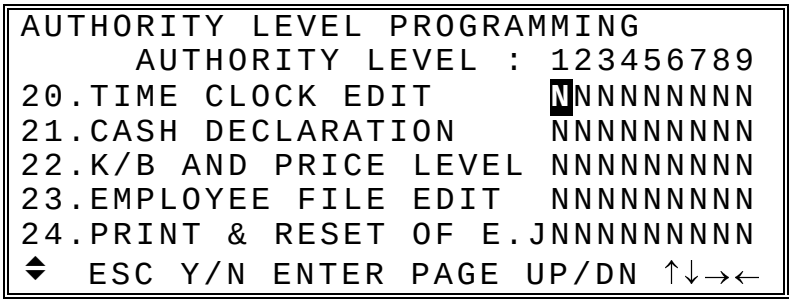
1. Select AUTHORITY LEVELS from the P-MODE PROGRAMMING MENU to display the PROGRAMMING screen.
2. Press the ↑ ↓ ← → keys, **PAGE UP** or **PAGE DN** to select the appropriate level and option. (Note that there are 4 pages of authority level options.)
3. Press the **Y/N** key to toggle from yes to no.
4. Continue to select and change options as necessary. Press **ESC** to return to the P-MODE PROGRAMMING menu.

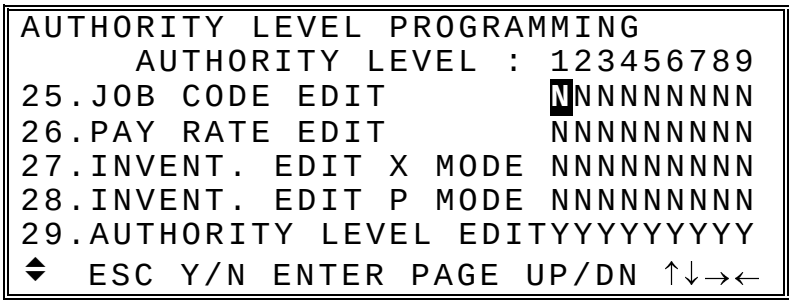


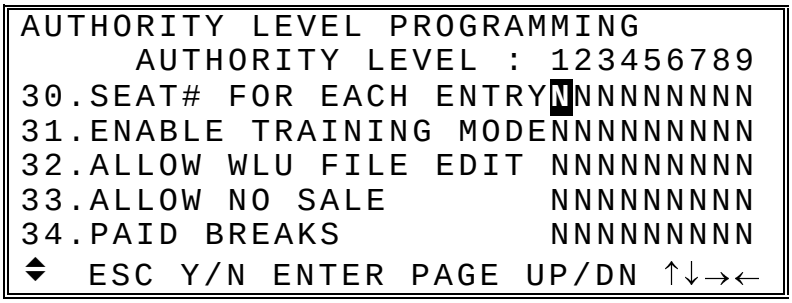

AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
5.GST# ENTRY ON NEW CHKNNNNNNNNN
6.PAYMENT OF OWN GC NNNNNNNNN
7.PAYMENT OF ANY GC NNNNNNNNN
8.TRANSFER OF GC NNNNNNNNN
9.VOID OF SERVICED ITEMNNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←

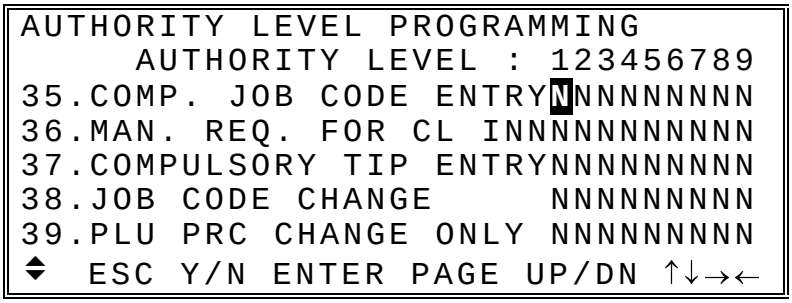

AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
10.CANCEL AFTER RECALL NNNNNNNNN
11.CLOCK IN/OUT W MCR NNNNNNNNN
12.SIGN IN/OUT W MCR NNNNNNNNN
13.EDIT ANY CHECKS NNNNNNNNN
14.DESTINATION CHANGE NNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←

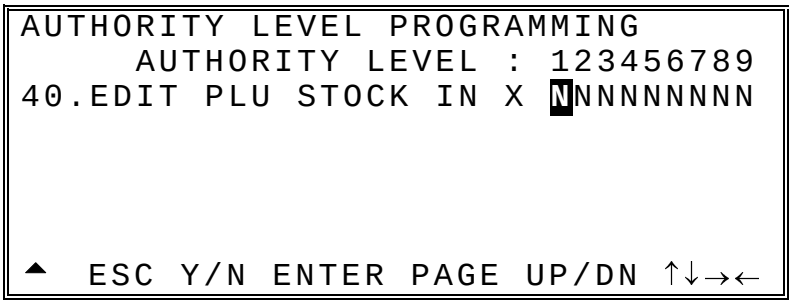

AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
15.COMBINE OWN SOFT CHKNNNNNNNN
16.COMBINE ANY SOFT CHKNNNNNNNN
17.TBL# TRANS IN R-MODENNNNNNNNN
18.PLU PRC/HALO OVERRIDNNNNNNNNN
19.SET DATE AND TIME NNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←


AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
20.TIME CLOCK EDIT NNNNNNNNN
21.CASH DECLARATION NNNNNNNNN
22.K/B AND PRICE LEVEL NNNNNNNNN
23.EMPLOYEE FILE EDIT NNNNNNNNN
24.PRINT & RESET OF E.JNNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←


AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
25.JOB CODE EDIT NNNNNNNNN
26.PAY RATE EDIT NNNNNNNNN
27.INVENT. EDIT X MODE NNNNNNNNN
28.INVENT. EDIT P MODE NNNNNNNNN
29.AUTHORITY LEVEL EDITYYYYYYYYY
ESC Y/N ENTER PAGE UP/DN ↑↓→←


AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
30.SEAT# FOR EACH ENTRYNNNNNNNN
31.ENABLE TRAINING MODENNNNNNNN
32.ALLOW WLU FILE EDIT NNNNNNNNN
33.ALLOW NO SALE NNNNNNNNN
34.PAID BREAKS NNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←


AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
35.COMP. JOB CODE ENTRYNNNNNNNN
36.MAN. REQ. FOR CL INNNNNNNNNN
37.COMPULSORY TIP ENTRYNNNNNNNN
38.JOB CODE CHANGE NNNNNNNNN
39.PLU PRC CHANGE ONLY NNNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←

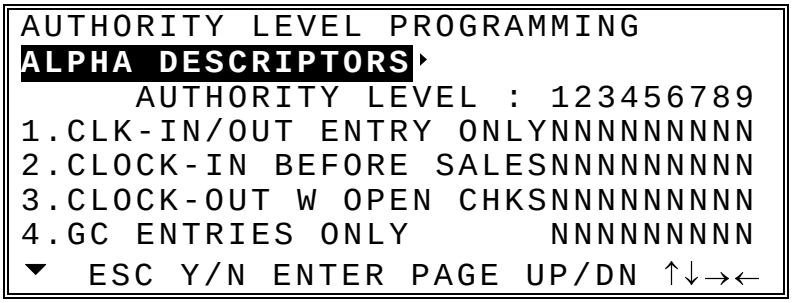

AUTHORITY LEVEL PROGRAMMING
AUTHORITY LEVEL : 123456789
40.EDIT PLU STOCK IN X NNNNNNNN
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Authority Level Program Notes

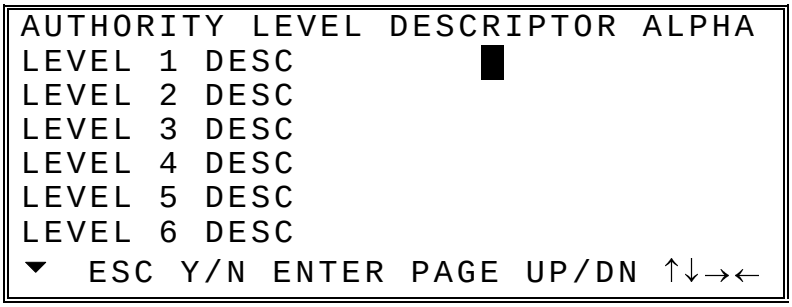
#	FIELD	Notes
14	**DESTINATION CHANGE**	If Y is set here, the operator has the option of selecting a destination (i.e. eat-in, take out, drive thru) other than the default.
30	**SEAT# FOR EACH ENTRY**	If seat # is implemented, and is not compulsory here, each item will default to seat "01".
35	**COMP. JOB CODE ENTRY**	If Y, a job code must be selected at clock in. If N, clock in will default to the first job code for the employee.
37	**COMPULSORY TIP ENTRY**	If Y, the employee is prompted to declare tips when clocking out.
38	**JOB CODE CHANGE**	If N, the employee can clock on using only the default job code; if Y, the employee can select of the job code displayed at clock in.
39	**PLU PRC CHANGE ONLY**	If Y, the employee can access the PLU programming screen, but can edit only the PRICE/HALO and PRICE LEVEL fields.
40	**EDIT PLU STOCK IN X**	If Y, the employee will be allowed to perform PLU stock edits in X mode.

Authority Level Alpha Descriptors

1. Select AUTHORITY LEVELS from the P-MODE PROGRAMMING MENU to display the PROGRAMMING Screen.



2. Press **ENTER** to display the AUTHORITY LEVEL ALPHA DESCRIPTORS screen.
3. Press the ↑ or ↓ keys to select a descriptor field to edit.
4. Enter a descriptor. Press **ENTER** to finalize the entry and move to the next authority level descriptor field.
5. Continue to program descriptors or press **ESC** to exit and return to the AUTHORITY LEVEL PROGRAMMING screen.



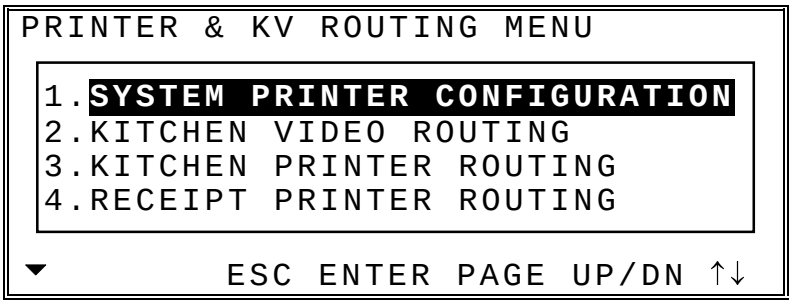
Printer Tables & KV Routing

The printing system of an *SER-7000* register or system of registers is completely flexible. Up to 40 printers can be defined and connected to any available serial port on any register within a system. Multiple printer functions can be assigned to the same printer, giving added flexibility.

1. Before programming here, you must first:
   - See "Serial Port Device Selections" in S-Mode Programming to define the type of device (i.e. printer or kitchen video) that is connected to a serial port.
   - See "Define Serial Port Parameters" in S-Mode Programming to match the baud rate/parity/etc. between the serial port and the printer. This program also controls the feed lines before and after printing, the logo size, and cutting options.
   - See "Printer Driver Selections" if you are using a printer other than the printers with predefined drivers, or if you need to customize a driver for a printer.
2. Next, assign a port for each printer. See "System Printer Routing" on page 165 to assign printer number (1-40), give it a 10 character descriptor (i.e. salad prep, receipt, or detail) and identify the port # and the register # to which it is attached. In addition, you can identify a back-up location for information designated to go to the printer. (For example, if the salad printer is not functioning, then information destined for that printer could be sent to a different printer.)
3. Finally, proceed with the parts of this program that pertain to your application:
   - If you are using a kitchen video, see "Kitchen Video Routing" on page 166 to designate the port # and the register # where the video controller is attached. You can also define a backup printer in case communication with the video controller is disrupted.
   - If you are using kitchen printers, see "Kitchen Printer Routing" on page 167 to link kitchen printer groups with a printer. (The groups of items are defined by assigning PLU items to PLU Status groups where groups are identified.)

     Because it is sometimes necessary to change kitchen printer routing depending upon the time of the day, (for example, separate hot and cold food kitchens may be active during lunch and a single kitchen active during dinner) you can make assignments for four different periods. The active routing period can be controlled automatically by time or set manually.
   - If you are using receipt printers, see "Kitchen Printer Routing" on page 167 to set the receipt printer for each location.
   - If you are using detail printers, see "Detail Printer Routing" on page 169 to designate the journal printer for each location.

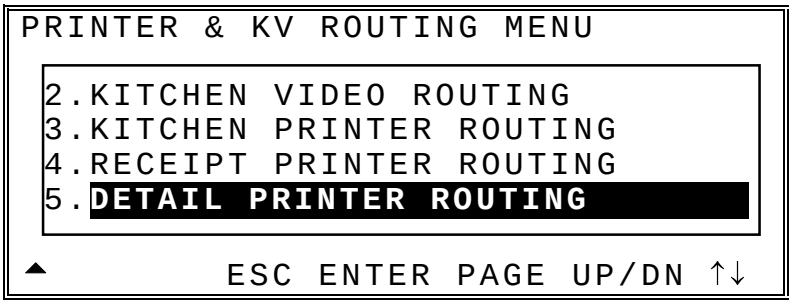
1. Select PRINTER TABLES & KV ROUTING from the P-MODE PROGRAMMING MENU to display the PRINTER & KV ROUTING MENU screen.



2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

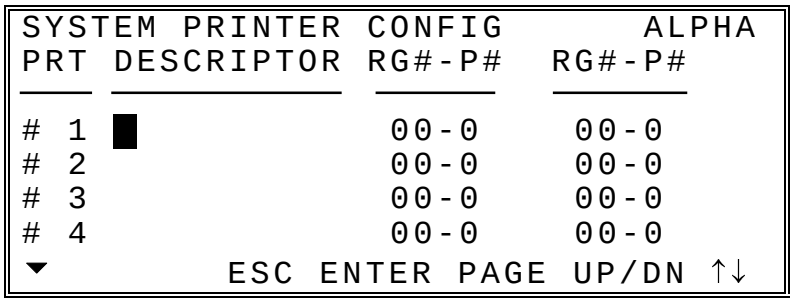
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.



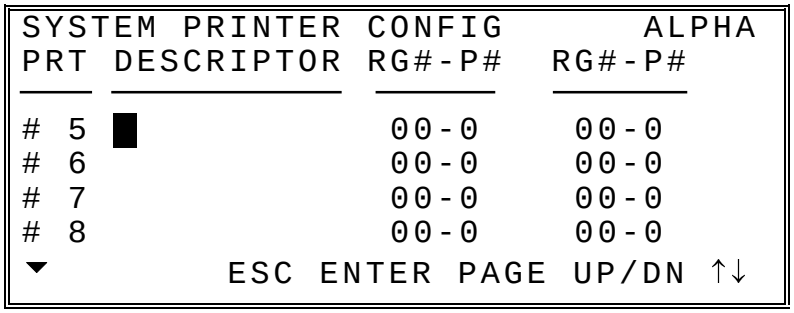
System Printer Routing

Use System Printer Routing to define the locations within the system for up to 40 possible system printers.

1. Select SYSTEM PRINTER ROUTING from the PRINTER ROUTING MENU to display the SYSTEM PRINTER ROUTING screen. The selections for the first of 4 of 40 possible printers display.



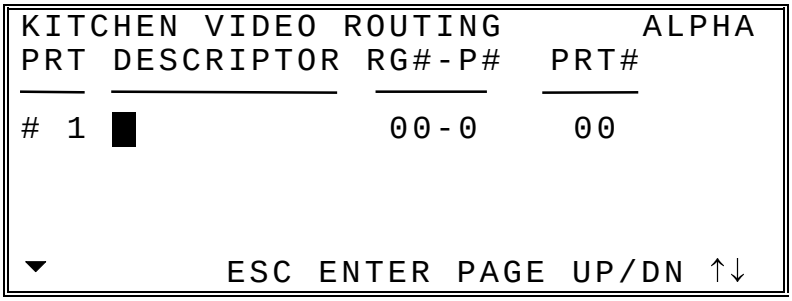
2. If necessary, press **PAGE DN** to view or change location assignments for different printers.
3. Press ↑ ↓ ← → to select the field you wish to edit. Type new information and press **ENTER**.
4. Press **ESC** to return to the S-MODE PROGRAMMING MENU



Kitchen Video Routing

Use Kitchen Video Routing to define the location of the video controller. If you wish to designate a backup printer in the event that the video system is not operational, enter the location of the back-up printer here.

1. Select KITCHEN VIDEO ROUTING from the PRINTER ROUTING MENU to display the KITCHEN VIDEO ROUTING screen.
2. Press ↑ ↓ ← → to select the field you wish to edit. Type new information and press **ENTER**.
3. Press **ESC** to return to the S-MODE PROGRAMMING MENU



Kitchen Printer Routing

Use Kitchen Printer Routing to link the kitchen printer assignment made to items with actual printers. (See "PLU Status Group" on page 36 to link a group of PLUs to a printer assignment number.)

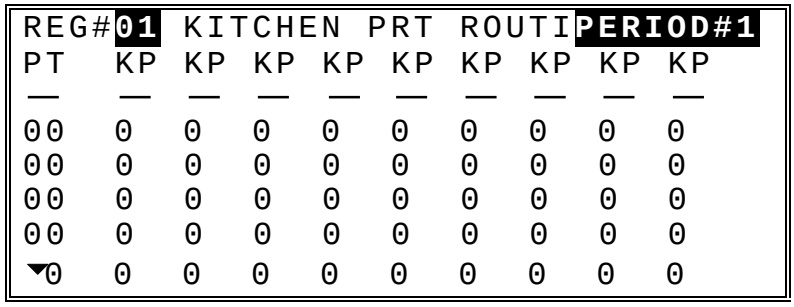
- Because different registers might route kitchen printer items to different printers, each register can be programmed separately in this program. (see "Kitchen Printing/Video Options" (option #11) on page 115 to allow separate routing by register.) All registers contain routing information for all of the registers in the system.

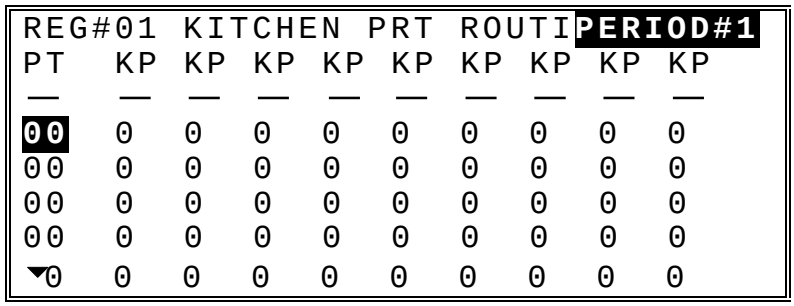
  NOTE: All registers are updated with changes made to this program at any register.

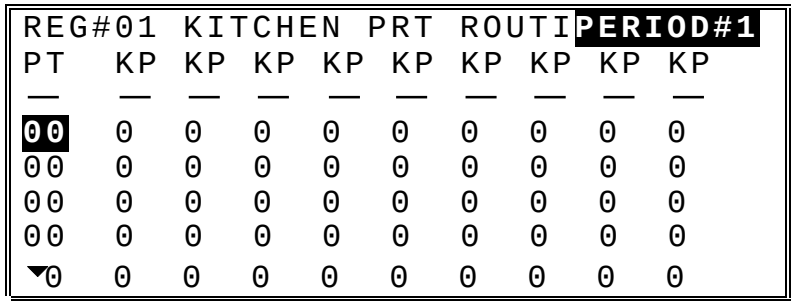
- Because it is sometimes necessary to change kitchen printer routing depending upon the time of the day, (for example, separate hot and cold food kitchens may be active during lunch and a single kitchen active during dinner) you can make assignments for four different periods. The active routing period can be controlled automatically by time or set manually.

- Priority printing is also controlled with this program. The order in which items are printed on the kitchen printer ticket is determined by the order in which kitchen printer groups are listed for each printer #. (Groups at the left are printed first; groups at the right are printed last.

1. Select KITCHEN PRINTER ROUTING from the S-MODE PROGRAMMING MENU to display the KITCHEN PRINTER ROUTING - PERIOD #1 screen.
2. Enter a REG# (1-40) and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the REG# you wish to program is selected.
3. Press ↑ ↓ ← → to select the field you wish to edit. Type new information and press **ENTER**.
4. If necessary, press **PAGE DN** to view or change routing for periods 2, 3, and/or 4.
5. Press **ESC** to exit the KITCHEN PRINTER ROUTING screen.

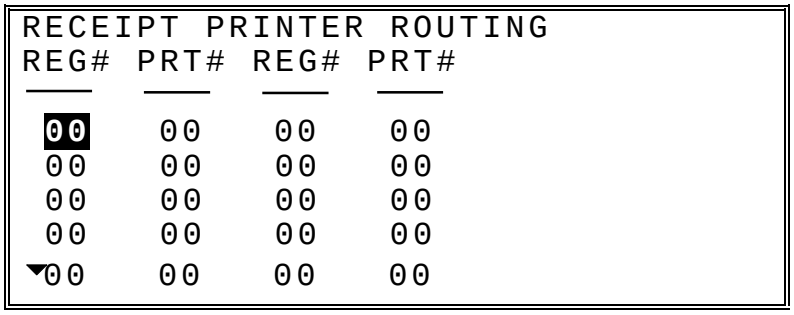






Receipt Printer Routing

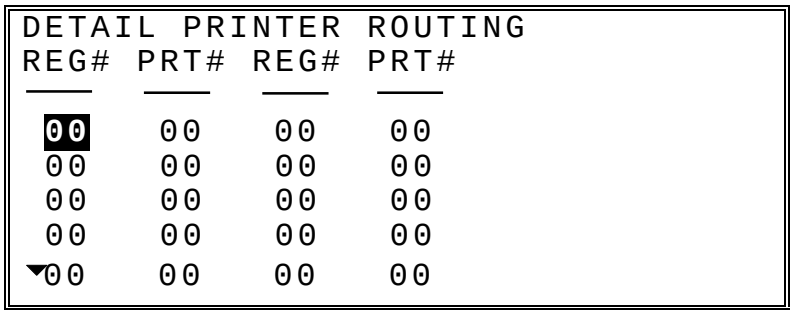
1. Select RECEIPT PRINTER ROUTING from the S-MODE PROGRAMMING MENU to display the RECEIPT PRINTER ROUTING screen.
2. Press ↑ ↓ ← → to select the field you wish to edit. Type new information and press **ENTER**.
3. If necessary, press **PAGE DN** to view or change routing for as many additional registers are defined in the system.



Note: Default setting sends receipt to the register printer.

Detail Printer Routing

1. Select DETAIL PRINTER ROUTING from the S-MODE PROGRAMMING MENU to display the DETAIL PRINTER ROUTING screen.
2. Press ↑ ↓ ← → to select the field you wish to edit. Type new information and press **ENTER**.
3. If necessary, press **PAGE DN** to view or change routing for as many additional registers are defined in the system.



Note: Default setting sends detail to the register printer.

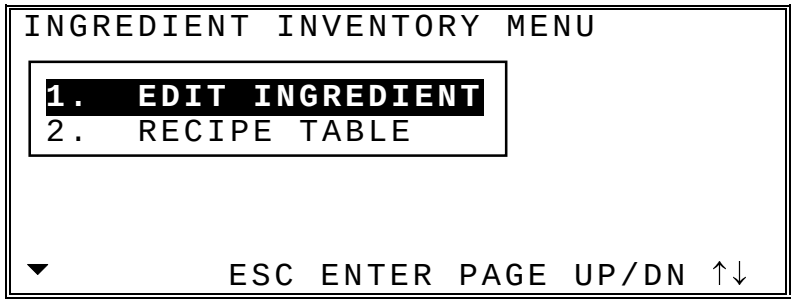
Ingredient Inventory

A *menu-explosion type inventory system* is set up when PLUs are linked to a recipe# (see "PLU Status Group" on page 36.) Select INGREDIENT INVENTORY from the P-Mode Programming Menu to maintain recipe files and ingredient lists. Select EDIT INVENTORY ITEM from the X-MODE MANAGER MENU (see the *SER-7000 Operation Manual*) to receive, transfer in/out, or enter raw waste for ingredients in this system.

NOTE: Be careful not to confuse the separate and distinct inventory features of the SER-7000:

- **Recipes and Ingredients (described here.)**
- **Product Mix Groups (see "Product Mix Groups" on page 180.)**
- **PLU Stock (see "PLU Stock" on page188),**

1. Select INGREDIENT INVENTORY from the P-MODE PROGRAMMING MENU to display the INGREDIENT INVENTORY MENU screen.



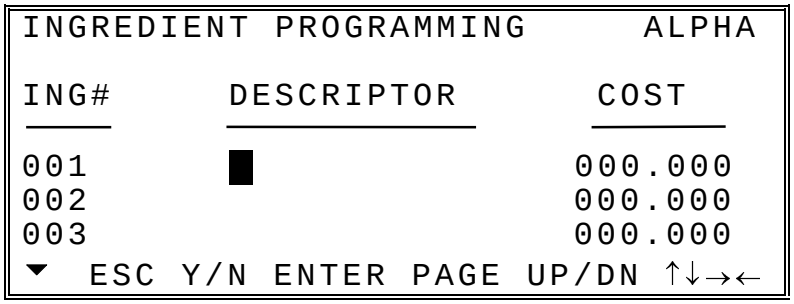
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

Edit Ingredient

1. Select EDIT INGREDIENT from the INGREDIENT INVENTORY MENU to display the INGREDIENT PROGRAMMING screen. The cursor is positioned at the next available ingredient.
2. Add or edit ingredients by moving the cursor to a field and filling in information according to the table below.
3. Press **ESC** to return to the INGREDIENT INVENTORY MENU

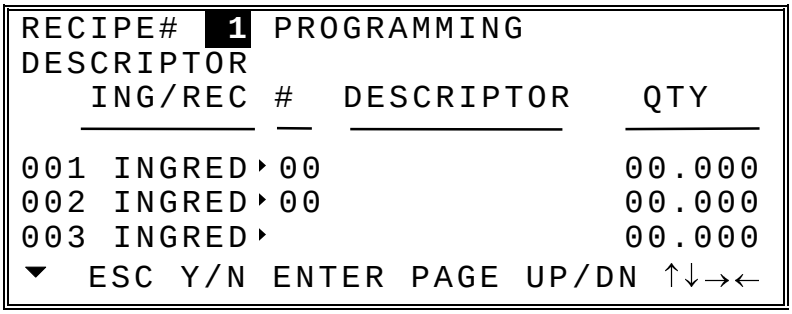


Ingredient Program Notes

FIELD	Notes
ING#	This field is the three-digit inventory number. The value begins at 001 and goes up to the maximum number that is assigned in memory allocation.
DESCRIPTOR	A 12-digit descriptor is set for the inventory item. (An inventory item is an "ingredient" of a PLU.)
COST	The cost of the item is the cost of the ingredient. The cost can be entered accurate to three places after the decimal.

Recipe Table

1. Select RECIPE TABLE from the INGREDIENT INVENTORY MENU to display the RECIPE # PROGRAMMING screen.
2. Enter a RECIPE and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the RECIPE you wish to program is selected.
3. Add or edit recipe components by moving the cursor to a field and filling information according to the table below.
4. Press **ESC** to return to the INGREDIENT INVENTORY MENU.



Recipe Table Program Notes

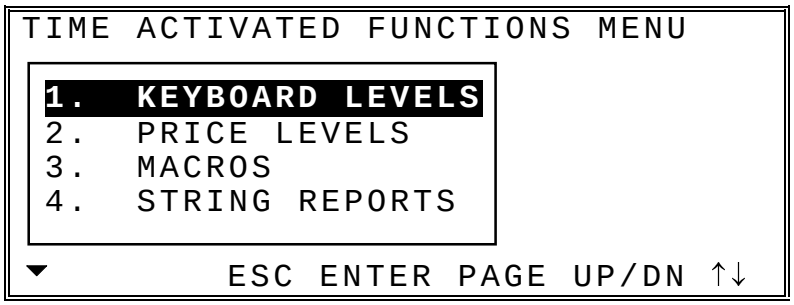
FIELD	Notes
ING/REC	Choose whether this line corresponds to an INGredient or a RECIPE. (A recipe may be composed of recipes. For example, a special sauce (a recipe) may be an ingredient of a sandwich recipe.)
#	Enter the 3-digit number of the recipe or ingredient.
DESCRIPTOR	Display only. When a recipe or ingredient number is entered, the corresponding descriptor displays.
QTY	Enter the amount of inventory items used in the recipe, i.e. 1 patty for a regular hamburger, or 2 patties for double hamburger.

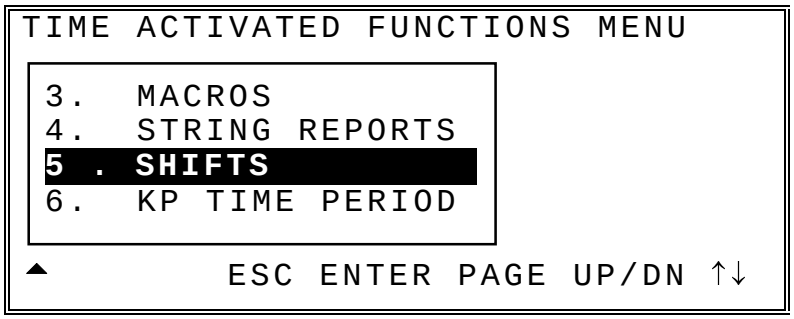
Time Activated Functions

1. Select TIME ACTIVATED FUNCTIONS from the P-MODE PROGRAMMING MENU to display the TIME ACTIVATED FUNCTIONS MENU screen.
2. Choose an item from the menu in one of two ways:

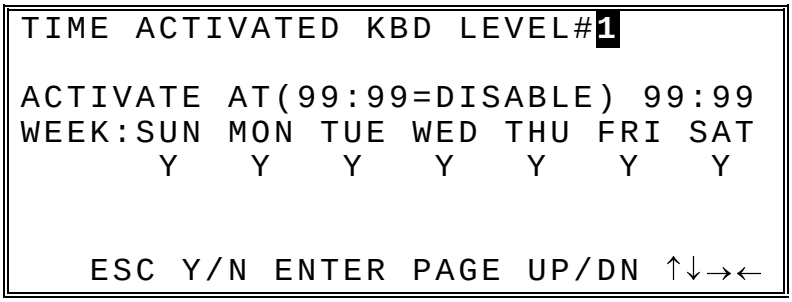
   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.





Time Activated Keyboard Levels

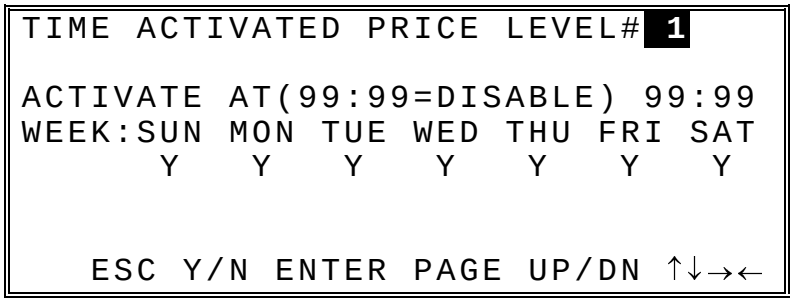


1. Select KEYBOARD LEVELS from the TIME ACTIVATED FUNCTIONS MENU to display the TIME ACTIVATED KEYBOARD LEVEL screen.
2. Enter a level and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the level you wish to program is selected.
3. Refer to "Time Activate Keyboard Levels Program Notes" on the following page for information about filling fields.
4. Press **ESC** at any point to exit the TIME ACTIVATE KEYBOARD LEVELS screen.

Time Activate Keyboard Levels Program Notes

FIELD	Notes
ACTIVATE AT	Enter the time (24 hour/military time) you wish the keyboard level to activate. Enter 99:99 to inactivate the keyboard level changes.
WEEK **SUN** **MON** **TUE** **WED** **THU** **FRI** **SAT**	Press the **Y/N** key at each day of the week field to select which days the keyboard level change is to occur.

Time Activated Price Levels

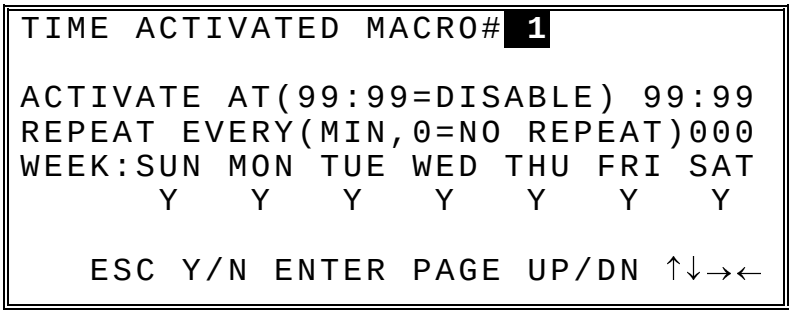


1. Select PRICE LEVELS from the TIME ACTIVATED FUNCTIONS MENU to display the TIME ACTIVATED PRICE LEVEL screen.
2. Enter a level and press **ENTER**, or press **PAGE UP or PAGE DN** until the level you wish to program is selected.
3. Refer to "Time Activate Price Levels Program Notes" below for information about filling fields.
4. Press **ESC** at any point to exit the PRICE LEVEL screen.

Time Activate Price Levels Program Notes

FIELD	Notes
ACTIVATE AT	Enter the time (24 hour/military time) you wish the price level program to activate. Enter 99:99 to inactivate the price level program.
WEEK **SUN** **MON** **TUE** **WED** **THU** **FRI** **SAT**	Press the **Y/N** key at each day of the week field to select which days the price level program is to occur.

Time Activated Macros

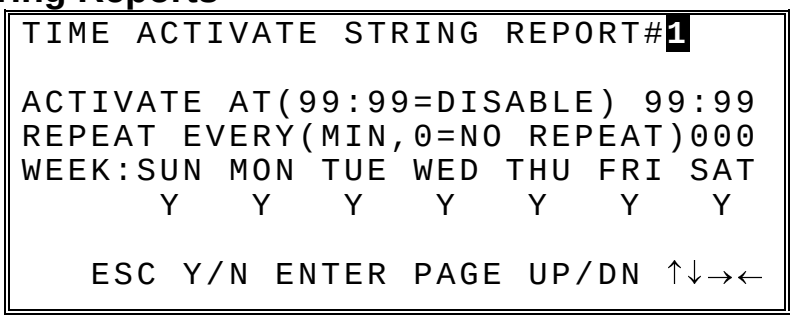

TIME ACTIVATED MACRO# 1
ACTIVATE AT(99:99=DISABLE) 99:99
REPEAT EVERY(MIN,0=NO REPEAT)000
WEEK:SUN MON TUE WED THU FRI SAT
Y Y Y Y Y Y Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

1. Select MACROS from the TIME ACTIVATED FUNCTIONS MENU to display the TIME ACTIVATED MACROS screen.
2. Type a macro number and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the macro you wish to program is selected.
3. Refer to "Time Activate Macro Program Notes" on the following page for information about filling fields.
4. Press **ESC** at any point to exit the TIME ACTIVATED MACRO screen.

Time Activate Macro Program Notes

FIELD	Notes
ACTIVATE AT	Enter the time (24 hour/military time) you wish the macro to activate. Enter 99:99 to inactivate the macro.
REPEAT EVERY MINUTES	If you wish the macro to repeat, enter the interval in minutes, i.e. 60 to repeat every sixty minutes.
WEEK **SUN** **MON** **TUE** **WED** **THU** **FRI** **SAT**	Press the **Y/N** key at each day of the week field to select which days the macro is to occur.

Time Activated String Reports


TIME ACTIVATE STRING REPORT#1
ACTIVATE AT(99:99=DISABLE) 99:99
REPEAT EVERY(MIN,0=NO REPEAT)000
WEEK:SUN MON TUE WED THU FRI SAT
Y Y Y Y Y Y Y
ESC Y/N ENTER PAGE UP/DN ↑↓→←

1. Select STRING REPORTS from the TIME ACTIVATED FUNCTIONS MENU to display the TIME ACTIVATED STRING REPORTS screen.
2. Enter string report # and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the string report you wish to program is selected.
3. Refer to "Time Activate String Report Program Notes" on the following page for information about filling fields.
4. Press **ESC** at any point to exit the TIME ACTIVATE STRING REPORT screen.

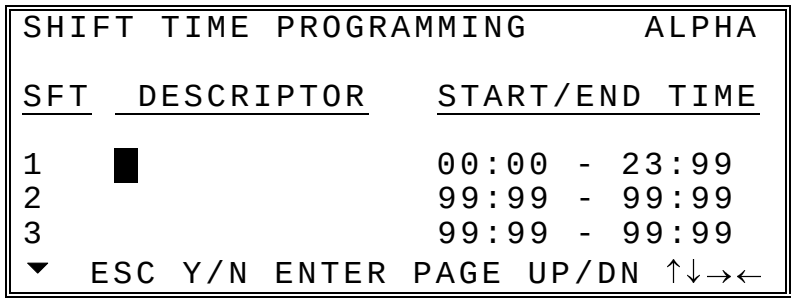
Time Activate String Report Program Notes

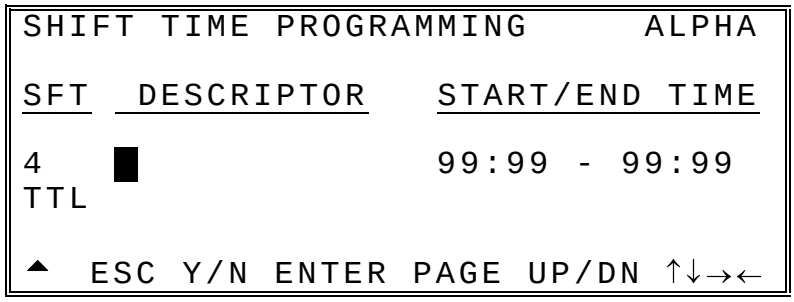
FIELD	Notes
ACTIVATE AT	Enter the time (24 hour/military time) you wish the string report to activate. Enter 99:99 to inactivate the string report.
REPEAT EVERY MINUTES	If you wish the report to repeat, enter the interval in minutes, i.e. 60 to repeat every sixty minutes.
WEEK **SUN** **MON** **TUE** **WED** **THU** **FRI** **SAT**	Press the **Y/N** key at each day of the week field to select which days the string report is to occur.
IRC OPTION	Select the IRC OPTION field and press **ENTER**. Choose STANDALONE or IRC ALL from the pop-up window.

Time Activated Shifts

Shift time programming determines the times of day financial totals are accumulated for the Shift Report.

1. Select SHIFTS from the TIME ACTIVATED FUNCTIONS MENU to display the SHIFT TIME PROGRAMMING screen.
2. The cursor displays in the *Descriptor* field for Shift 1. Enter a new descriptor, if necessary and press **ENTER**.
3. The cursor moves to the *Start Time* field for Shift 1. The default start time is 00:00, if necessary, enter a new time and press **ENTER**.
4. Continue to set descriptors and start times for each of 4 possible shifts. Enter a start time of 99:99 to inactivate a shift.
5. Press **ESC** at any point to exit the SHIFT TIME PROGRAMMING screen.





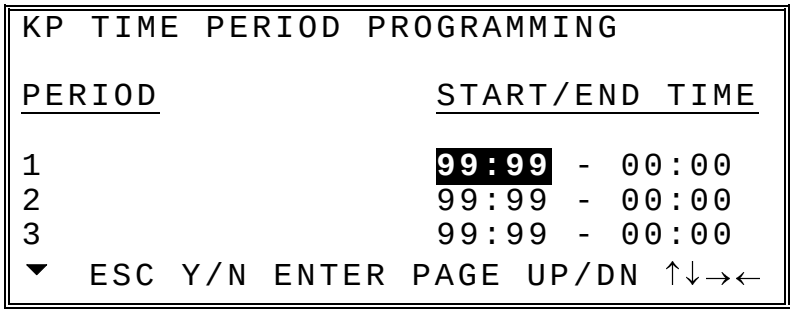
KP Time Period

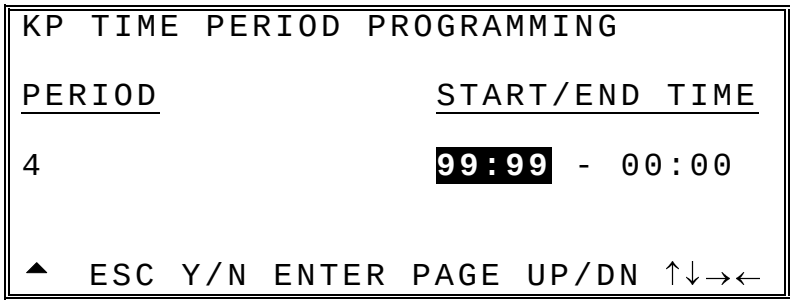
Kitchen printer routing can be defined for four periods (see "Kitchen Printer Routing" on page 167.) If you define different routing for different periods, you can set the start and end times for the time periods here.

For example, a restaurant might require requisitions to be routed to separate hot and cold sandwich preparation areas during lunch (11:00 AM to 2:00 PM) and at all other times, all requisitions would be routed to the hot prep area. To meet this requirement, you could program different kitchen printer routing for periods 1 and 2 under the Kitchen Printer Routing program , then set the KP Time Periods as follows:

Period	Start	End Time
1	11:00	14:00
2	14:01	10:59
3	99:99	99:99
4	99:99	99:99

1. Select KP TIME PERIOD from the TIME ACTIVATED FUNCTIONS MENU to display the KP TIME PERIOD PROGRAMMING screen.
2. The cursor displays in the *Start Time* field for Period 1, enter a new time and press **ENTER**.
3. Continue to set start and end times for each of 4 possible periods. Enter a start time of 99:99 to inactivate a period.
4. Press **ESC** at any point to exit the KP TIME PERIOD PROGRAMMING screen.





Product Mix Groups

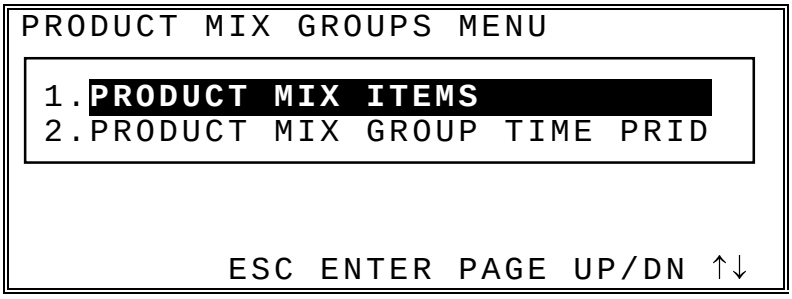
Product Mix Groups can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.)

Product mix groups also report usage by time period and optional Product Projections reporting is also available. The Product Projection report provides a history of each item's sales by day of week.

NOTE: Be careful not to confuse the separate and distinct inventory features of the SER-7000:

- **Product Mix Groups (described here.)**
- **PLU Stock (see "PLU Stock" on page188),**
- **Recipes and Ingredients (see "Ingredient Inventory" on page 38)**

1. Select PRODUCT MIX GROUPS from the P-MODE PROGRAMMING MENU to display the PRODUCT MIX GROUPS MENU screen.



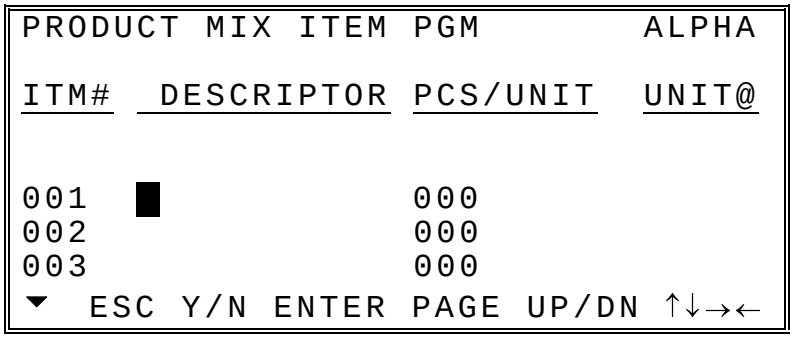
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

Product Mix Items

1. Select PRODUCT MIX ITEMS from the PRODUCT MIX GROUPS MENU to display the PRODUCT MIX ITEM PROGRAMMING screen.



2. Add or edit items by moving the cursor to a field and filling information according to the table below. Press **ENTER** to finalize each field entry, or press **↑, ↓, ←,** or **→** to finalize an entry and advance to the next field.
3. Press **ESC** to return to the PRODUCT MIX GROUPS MENU.

Product Mix Item Program Notes

FIELD	Notes
DESCRIPTOR	Each product mix group item can have a 12 character alpha descriptor.
PCS\UNIT	Enter the number of pieces in the unit. For the example shown, 120 burgers to the case- Enter 120; 30 cups to the sleeve- Enter 30.
UNIT@	Enter a 4 Character descriptor for the unit, using the Alpha-keyboard overlay. This descriptor is for report purposes.

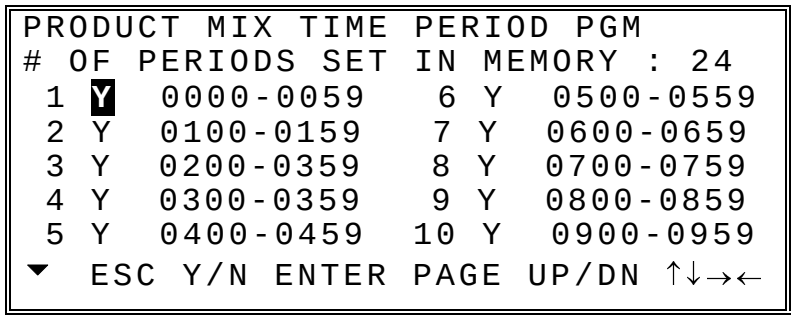
Product Mix Group Time Periods

Memory allocation determines whether there are 24, 48, or 96 product mix group time periods. Product mix group time periods will default to hourly periods if 24 periods are selected in memory allocation; 30-minute periods if 48 periods are selected; 15-minute periods if 96 periods are selected.

Periods can be set to custom lengths using this program. If fewer periods are needed than are available, unneeded periods can be inactivated so that they will not appear on reports. To inactivate a period replace the "A" (active) for the period with an "I" (inactive).

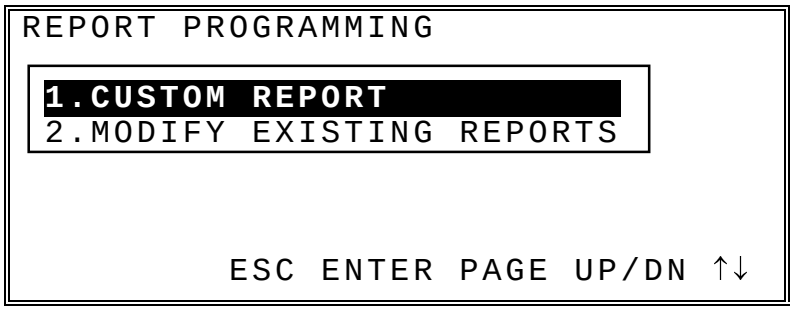
All time units are based upon a 24-hour clock (military time).

1. Select PRODUCT MIX GROUP TIME PERIODS from the PRODUCT MIX GROUPS MENU to display the PRODUCT MIX TIME PERIOD PROGRAMMING screen.
2. Press the ↑ ↓ ← → keys to select a field to edit.
3. Type new information into the field. Press **ENTER**.
4. Press **ESC** to exit the PRODUCT MIX TIME PERIOD PROGRAMMING screen.



Custom Report Programming

One custom report can be created. Also, on the financial or employee report, any total may be deleted, or printed in red (provided the printer has red/black printing capability.)



1. Select CUSTOM REPORT from the P-MODE PROGRAMMING MENU to display the REPORT PROGRAMMING menu.
2. Choose an item from the menu in one of two ways:

   Type the number for your choice and press **ENTER**.

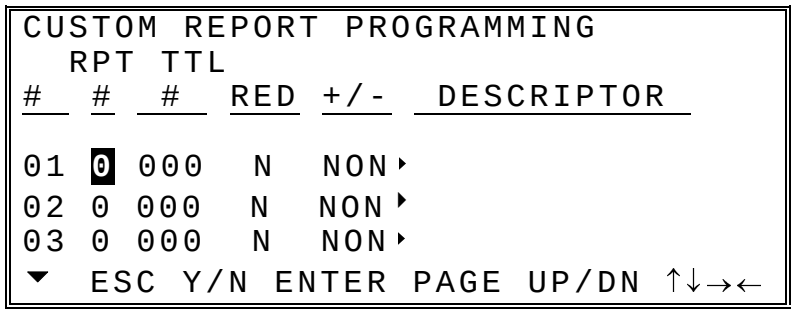
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

Custom Report

One custom report can be created, with up to 50 totals and counters. The report is built by selecting totals that also appear on either the financial or sales by time period reports. When the custom report is created, totals and counters separate from the original report are also created (in other words, you can clear the custom reports independently without affecting totals in any other report.)

Another feature of the custom report is the ability to add or subtract selected totals to create a new subtotal of selected information.

1. Select CUSTOM REPORT from the REPORT PROGRAMMING MENU to display the CUSTOM REPORT PROGRAMMING screen.
2. Refer to "Custom Report Program Notes" on the following page to fill the fields for each line of the report.
3. Press **ESC** to exit the CUSTOM REPORT PROGRAMMING screen.



Use the total #998 to create a dashed separator line on the report.

Use the total #999 to create a subtotal line. The subtotal line will calculate the totals designated "+" or "-" that appear sequentially after the previous subtotal line. Enter a custom descriptor for the subtotal line.

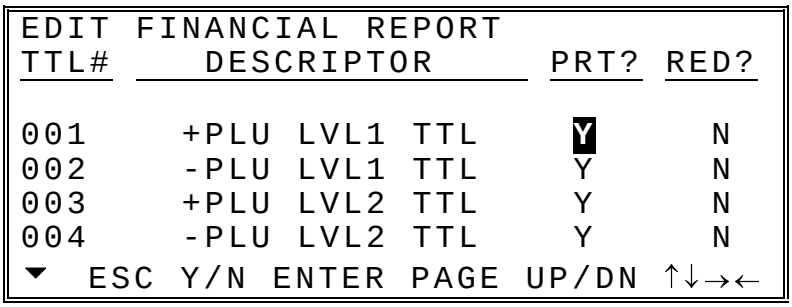
Custom Report Program Notes

FIELD	Notes
RPT#	With the field selected, press **DONE** to display the REPORT LIST. Enter or select the number of the report from which the total you wish to place on the custom report originates.
TTL#	With the field selected, press **DONE** to display the TOTAL LIST. Enter or select the number of the total you wish to place on the custom report. You must first select a RPT# before you can select a TTL#.
RED?	Enter Y if the line is to be printed in red ink, enter N for black.
+/-	Press **ENTER** to select "+", "-" or NON ADD from the pop-up window. When the subtotal TTL# code (i.e.'999') is entered on a later line, previous totals with a + or - designation are added and printed.
DESCRIPTOR	The default descriptor automatically displays when the TTL# is entered. If you wish, enter a new descriptor by replacing default descriptor. Type new information into the field, press **ENTER**.

Edit Existing Reports

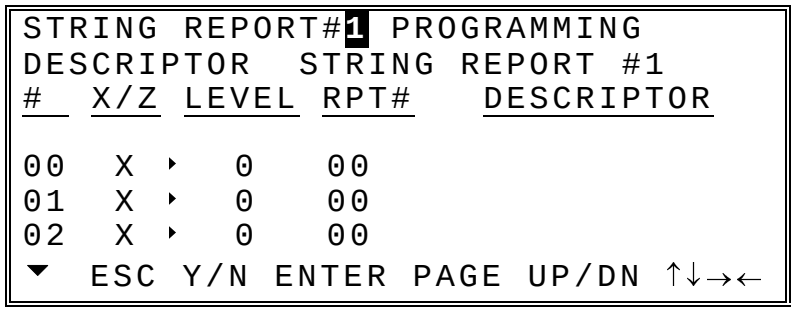
1. Select EDIT EXISTING REPORTS from the REPORT PROGRAMMING MENU, then from the pop-up menu, select FINANCIAL REPORT or EMPLOYEE REPORT.

2. The EDIT screen for the report selected displays. Each total that appears on the report is listed with the default status: PRINT=Y and RED?=N.
3. If you wish to delete a total from the report move the cursor to the PRINT? field for the total you wish to remove from the report. Press the **Y/N** key to change the status to NO.
4. At the RED? field, enter Y if the line is to be printed in red ink, enter N for black.
5. Continue editing the report as necessary.
6. Press **ESC** to exit the CUSTOM REPORT PROGRAMMING screen.


EDIT FINANCIAL REPORT
TTL# DESCRIPTOR PRT? RED?
001 +PLU LVL1 TTL Y N
002 -PLU LVL1 TTL Y N
003 +PLU LVL2 TTL Y N
004 -PLU LVL2 TTL Y N
ESC Y/N ENTER PAGE UP/DN ↑↓→←

String Reports

1. Select STRING REPORTS from the P-MODE PROGRAMMING MENU.
2. Type a string report# and press **ENTER**, or press **PAGE UP** or **PAGE DN** until the string report# you wish to program is selected.
3. Refer to "String Report Program Notes" tofill each field.
4. Up to 24 reports may be executed on a string report. Press **PAGE UP** or **PAGE DN** or press the ↑ ↓ ← → keys to view all of the sequence numbers in the report.
5. Press **ESC** to return to the STRING REPORT PROGRAMMING MENU screen.


STRING REPORT#1 PROGRAMMING
DESCRIPTOR STRING REPORT #1
X/Z LEVEL RPT# DESCRIPTOR
00 X 0 00
01 X 0 00
02 X 0 00
ESC Y/N ENTER PAGE UP/DN ↑↓→←

String Report Program Notes

FIELD	Notes
X/Z	Select the X/Z field arrow. Press **ENTER** to open the window. Select the X, Z, or CURRENT option by highlighting your selection and pressing **ENTER**. Use the current option if you wish to use the string for either X or Z reports. The string report will look at he current control lock position (either X or Z) and generate the appropriate report.
LEVEL	At the RPT LVL field, select the X/Z level (i.e. Z1, X2, etc. Remember you must have allocated memory for the report level if you wish to execute that report.)
RPT# DESCRIPTOR	At the RPT# field, type the report number you wish to execute in the string. Press **ENTER**. The report descriptor will automatically display.

PLU Stock

PLU stock is a simple inventory system where each whole unit PLU activity subtracts a value of "1" from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained increments to the second decimal position, i.e. “X.XX”.)

PLU stock applies only to PLUs that are assigned to a PLU status group with the Stock PLU? setting set to Y (See “PLU Status Group” on page 36.)

Select PLU STOCK to maintain stock levels on PLUs selected for stock unit inventory.

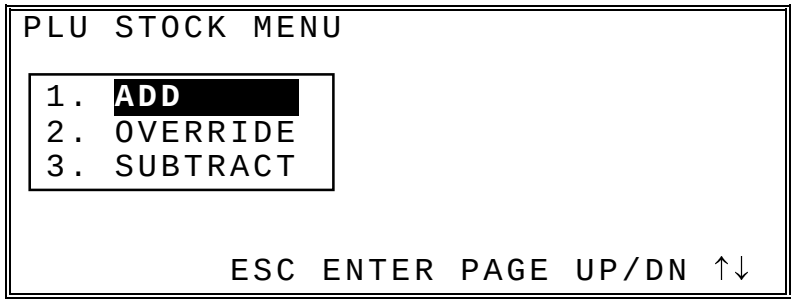
NOTE: Be careful not to confuse the separate and distinct inventory features of the SER-7000:

- **PLU Stock (described here),**
- **Recipes and Ingredients (see “Ingredient Inventory” on page 38)**
- **Product Mix Groups (See “Product Mix Groups” on page 180.)**

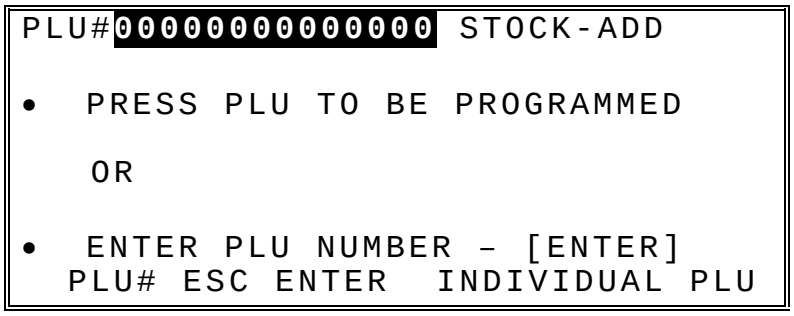
1. Select PLU STOCK from the P-MODE PROGRAMMING MENU to display the PLU STOCK MENU screen.
2. Choose ADD from the PLU STOCK MENU to add stock to the current level, or

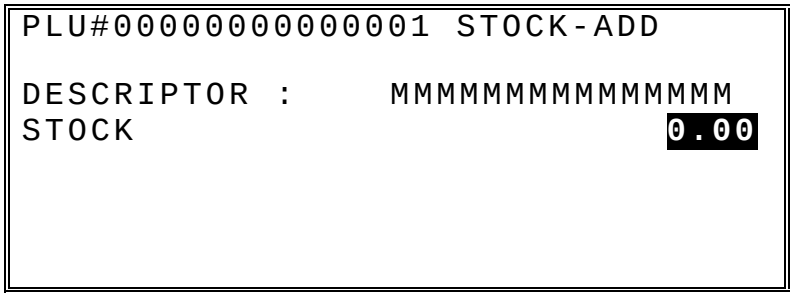
   Choose OVERRIDE from the PLU STOCK MENU to change the current stock amount to a new setting, or

   Choose SUBTRACT from the PLU STOCK MENU to subtract stock from the current level.



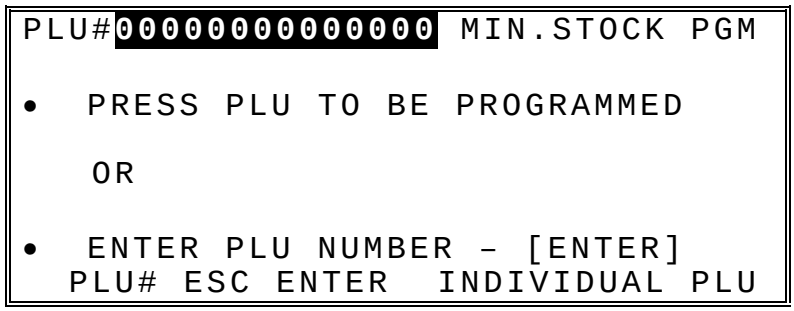
3. Press the PLU to be programmed or enter the PLU number and press ENTER.
4. Press the ↓ key to move the cursor to the stock field.
5. Enter a value assuming a two digit decimal position (i.e. enter 2000 to display 20.00 for 20 units.) Press **ENTER** or ↓ to a set the entry and advance the cursor to the next PLU.
6. Continue to add, override or subtract stock as necessary. Press **ESC** to exit the program and save changes.

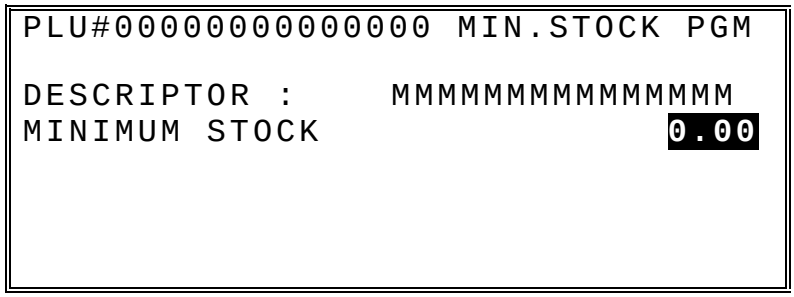




PLU Minimum Stock

1. Select PLU MINIMUM STOCK from the P-MODE PROGRAMMING MENU to set minimum stock amounts (for the PLU MINIMUM STOCK report.)
2. Press the PLU to be programmed or enter the PLU number and press ENTER.
3. Press the ↓ key to move the cursor to the stock field.
4. Enter a value assuming a two digit decimal position (i.e. enter 2000 to display 20.00 for 20 units.) Press **ENTER** or ↓ to a set the entry and advance the cursor to the next PLU.
5. Press **ESC** to exit the program and save changes.





Copy Program

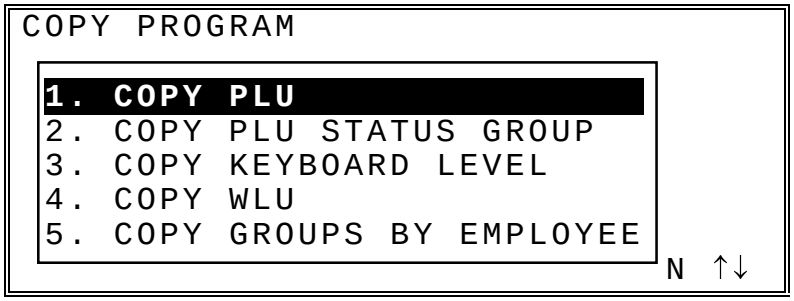
This function allows you to duplicate programs for:

- PLUs
- PLU Status Groups
- Keyboard Levels
- WLUs

For example, all program options for one PLU can be duplicated on another PLU.

NOTE: See "General Function Options" on page 101. If General Function Option #16 "ALLOW PLU COPY BY RANGE" is set to "Y", then the options from one PLU or PLU Status Group can be copied to a range of PLUs or PLU Status Groups. If option #18 is set to "N" then the options from an individual PLU or PLU Status Group can be copied only to another individual PLU or PLU Status Group.

1. Select COPY PROGRAM from the P-MODE menu to display the COPY PROGRAM screen.
2. Choose
   - COPY PLU
   - COPY PLU STATUS GROUP
   - COPY KEYBOARD LEVEL, or
   - COPY WLU from the list.

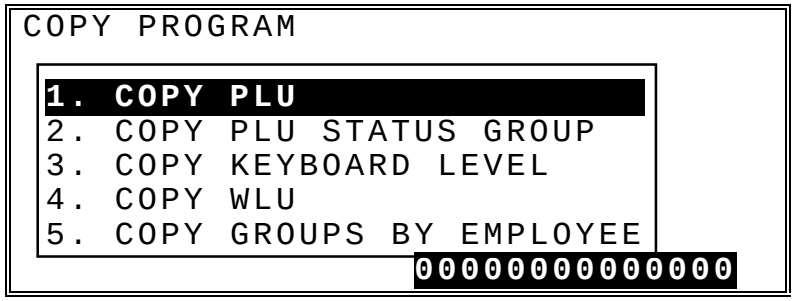


3. At the pop-up window, enter the # you wish to copy from, press **ENTER**, then enter the # you wish to copy to and press **ENTER**.

   (NOTE: If you allow copying of PLUs/PLU Status Groups by range, enter the range to copy to.)

4. The warning: "COPY [Y]" displays.

5. Press **ENTER** to complete the copy function. Press the **Y/N** key, (to select NO) then **ENTER** to escape without copying.



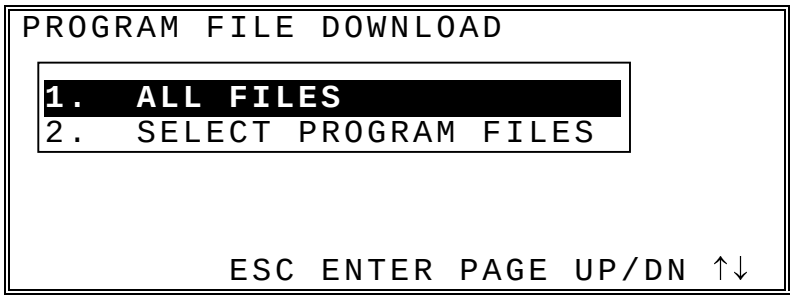
Program File Download

Download files only to RAM cleared registers. Download memory allocation separately first. The *All Files* selection does not include memory allocation.

1. Select PROGRAM FILE DOWNLOAD from the P-MODE PROGRAMMING MENU to display the PROGRAM FILE DOWNLOAD screen.
2. Choose an item from the menu in one of two ways:

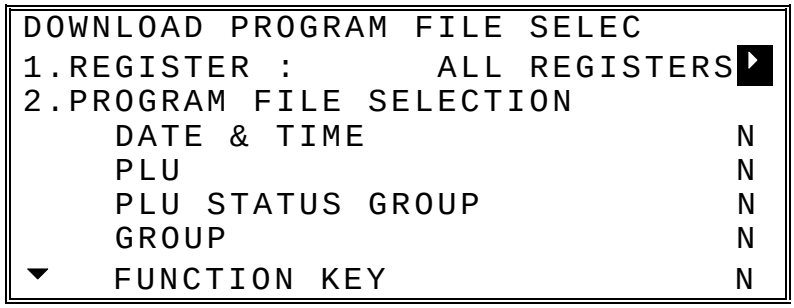
   Type the number for your choice and press **ENTER**.

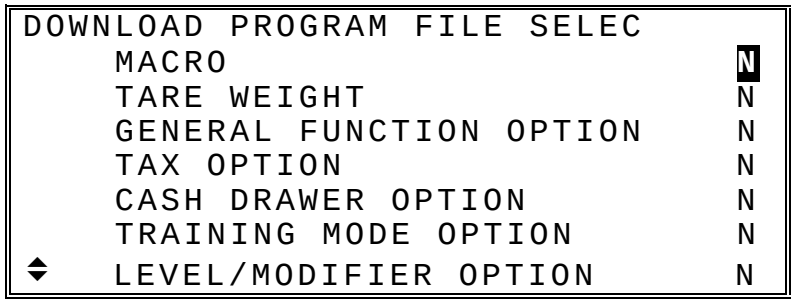
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

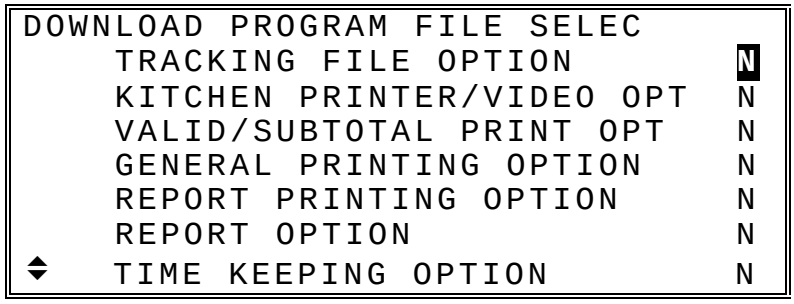


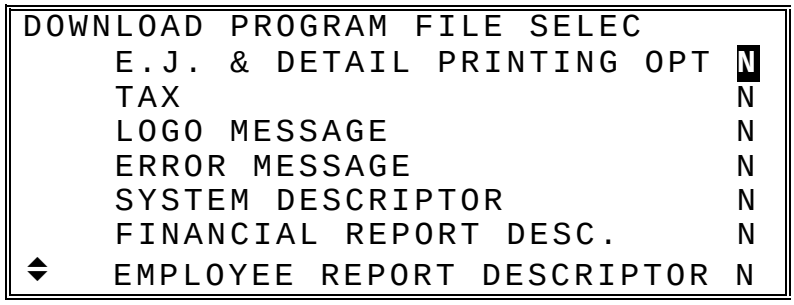
Select Program Files

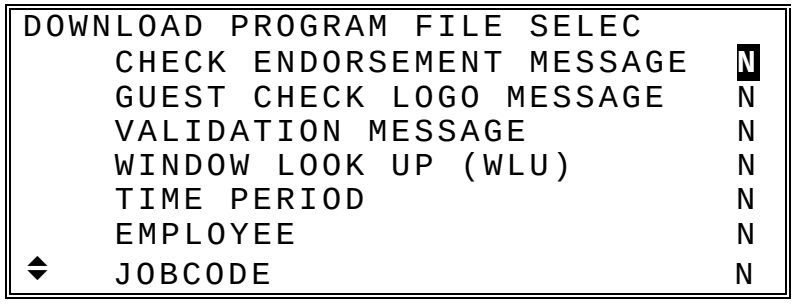
1. Choose SELECT PROGRAM FILES from the PROGRAM FILE DOWNLOAD screen to display the DOWNLOADING PROGRAM FILE SELECTION screen.
2. At the REGISTER field, choose ALL REGISTERS or SELECTED. (If you choose selected, choose registers in the same manner as ALL FILES downloading.
3. At he PROGRAM FILE SELECTION field, press **PAGE UP** or **PAGE DN** and/or the ↑ ↓ keys to select the items you wish to download. Press **Y/N** to toggle from yes to no.
4. When you have completed selecting programs, press **DONE** to download.

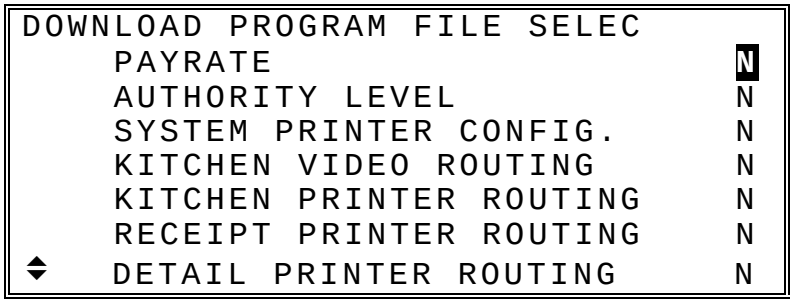


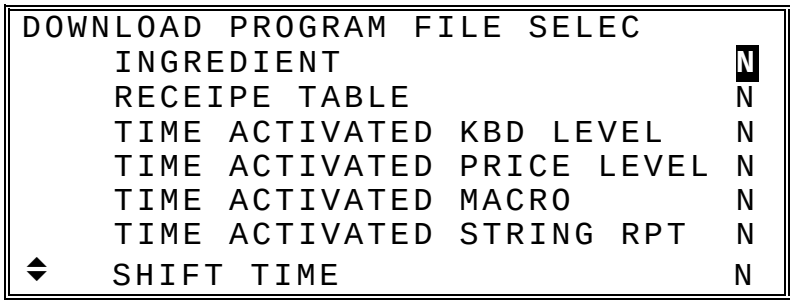


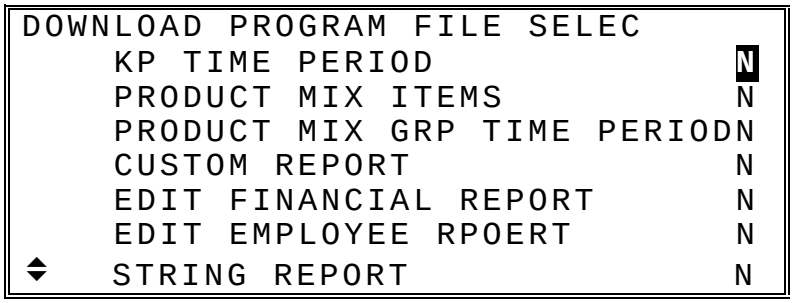


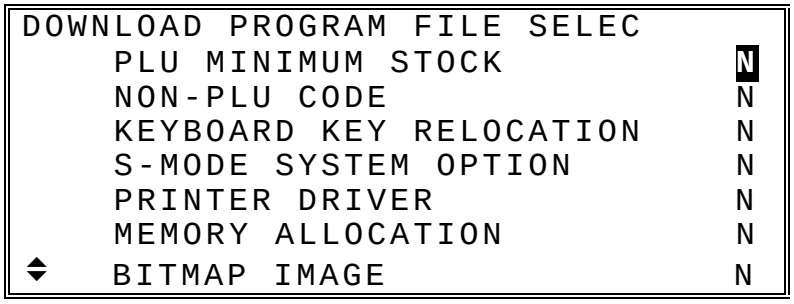


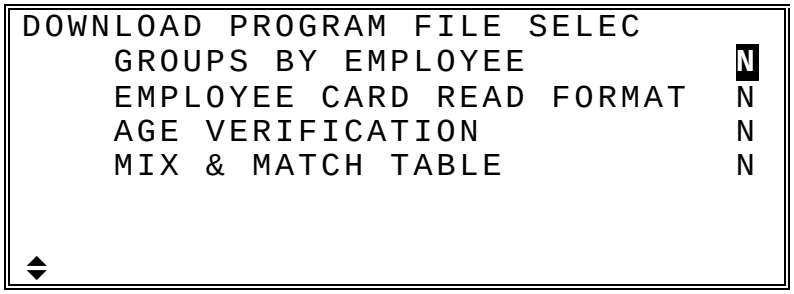



DOWNLOAD PROGRAM FILE SELEC
PAYRATE N
AUTHORITY LEVEL N
SYSTEM PRINTER CONFIG. N
KITCHEN VIDEO ROUTING N
KITCHEN PRINTER ROUTING N
RECEIPT PRINTER ROUTING N
DETAIL PRINTER ROUTING N


DOWNLOAD PROGRAM FILE SELEC
INGREDIENT N
RECEIPE TABLE N
TIME ACTIVATED KBD LEVEL N
TIME ACTIVATED PRICE LEVEL N
TIME ACTIVATED MACRO N
TIME ACTIVATED STRING RPT N
SHIFT TIME N

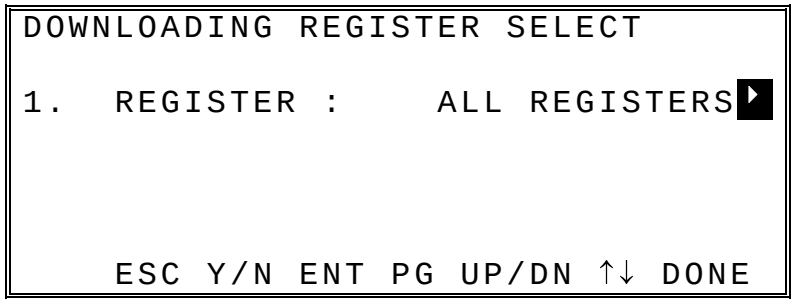

DOWNLOAD PROGRAM FILE SELEC
KP TIME PERIOD N
PRODUCT MIX ITEMS N
PRODUCT MIX GRP TIME PERIODN
CUSTOM REPORT N
EDIT FINANCIAL REPORT N
EDIT EMPLOYEE RPOERT N
STRING REPORT N


DOWNLOAD PROGRAM FILE SELEC
PLU MINIMUM STOCK N
NON-PLU CODE N
KEYBOARD KEY RELOCATION N
S-MODE SYSTEM OPTION N
PRINTER DRIVER N
MEMORY ALLOCATION N
BITMAP IMAGE N

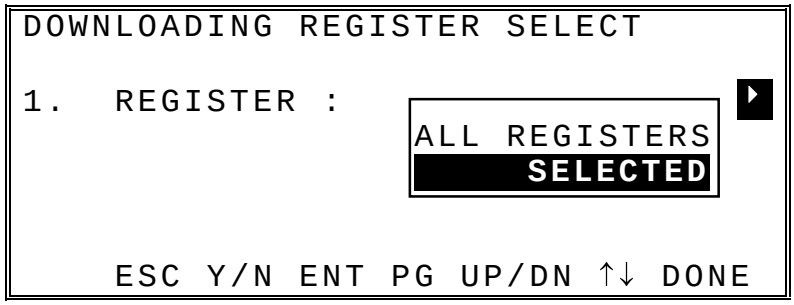

DOWNLOAD PROGRAM FILE SELEC
GROUPS BY EMPLOYEE N
EMPLOYEE CARD READ FORMAT N
AGE VERIFICATION N
MIX & MATCH TABLE N

All Files

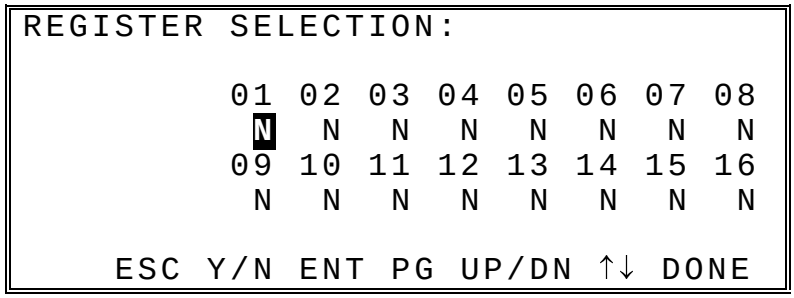
1. Choose ALL FILES from the PROGRAM FILE DOWNLOAD screen to display the DOWNLOADING REGISTER SELECTION screen.



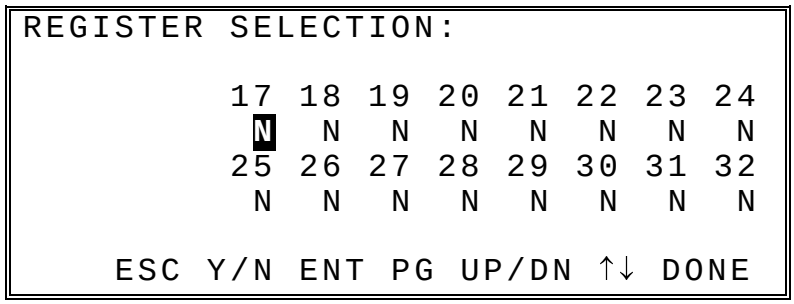
2. If you wish to download to selected registers, at the REGISTER field, press **ENTER** to open the pop-up window. Choose SELECTED and press **ENTER** to display the REGISTER SELECTION screen.



3. At the REGISTER SELECTION screen, press the ↑ ↓ ← → keys to move to the field associated with the register you wish to choose. Press **Y/N** to toggle from yes to no.



4. When you have completed selecting registers, press **DONE** to download.



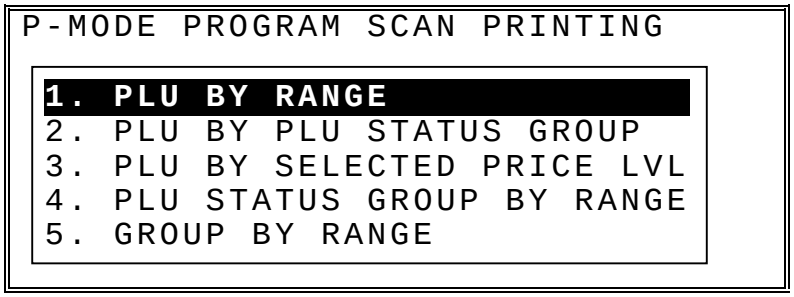
P-Mode Program Scan Printing

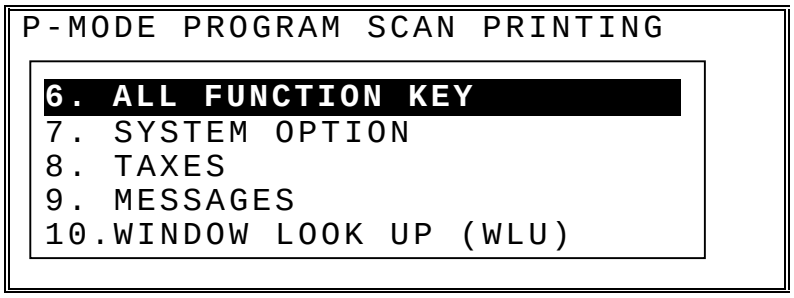
This function allows you to print copies of the register's P-Mode programming.

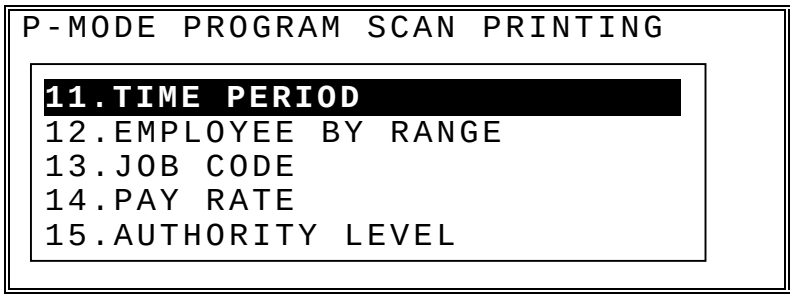
1. Select PROGRAM SCAN PRINTING from the P-MODE PROGRAMMING MENU to display the P-MODE PROGRAM SCAN PRINTING screen.
2. Choose an item from the menu in one of two ways:

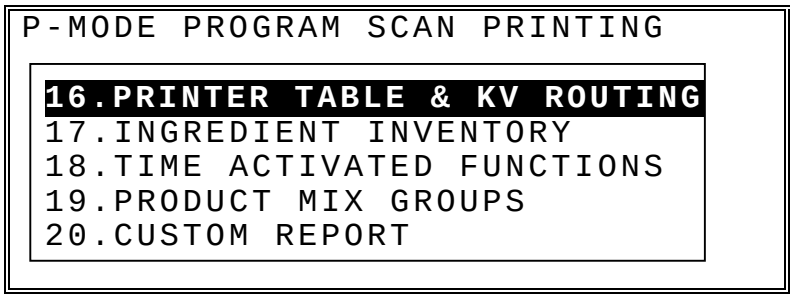
   Type the number for your choice and press **ENTER**.

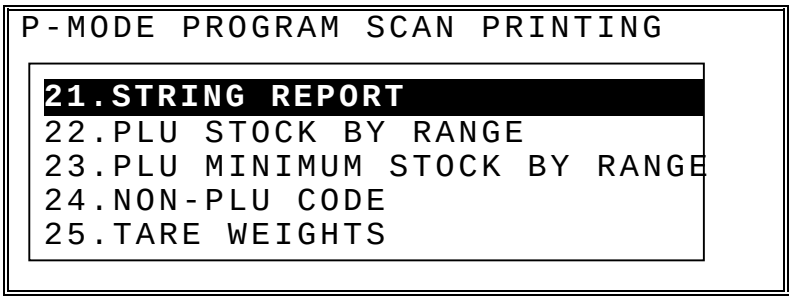
   Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.
3. After selection, the appropriate report is printed.

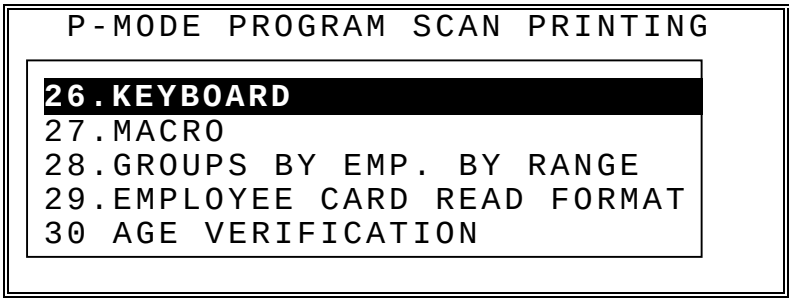

P-MODE PROGRAM SCAN PRINTING
1. PLU BY RANGE
2. PLU BY PLU STATUS GROUP
3. PLU BY SELECTED PRICE LVL
4. PLU STATUS GROUP BY RANGE
5. GROUP BY RANGE







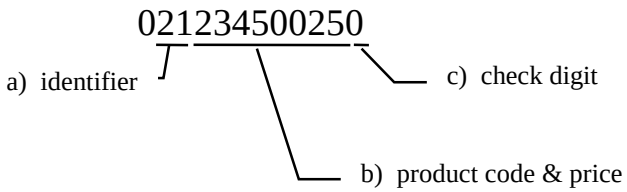

P-MODE PROGRAM SCAN PRINTING
21.STRING REPORT
22.PLU STOCK BY RANGE
23.PLU MINIMUM STOCK BY RANGE
24.NON-PLU CODE
25.TARE WEIGHTS


P-MODE PROGRAM SCAN PRINTING
26.KEYBOARD
27.MACRO
28.GROUPS BY EMP. BY RANGE
29.EMPLOYEE CARD READ FORMAT
30 AGE VERIFICATION

NON-PLU Code

The NON-PLU Code program must be set if you wish to scan UPCs (using the EAN 13 code) with embedded prices, weights or quantities.

Within the EAN 13 code, the first two digits (part a) are used as an identifier and the last digit (part c) is used as a check digit. The remaining 10 digits (part b) contain the product code and the price (or weight or quantity).

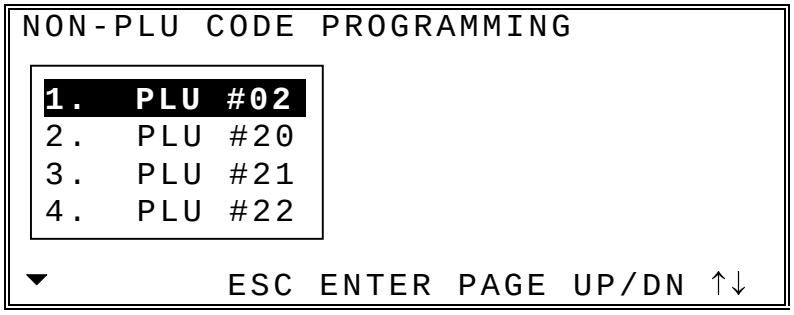


There are 11 identifier numbers available for non-PLU code programming: "02" and "20" through "29". The purpose of this program is to define the format of the 10-digit part b for each possible identifier. For example:

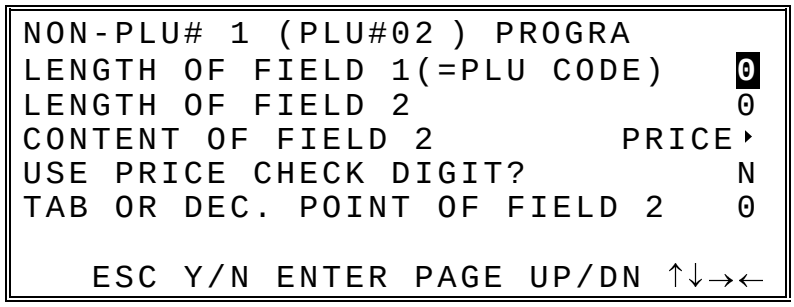
- The structure of Non PLU identifier "02" can be defined to use 5 digits for the product code and 5 digits for the price.
- The structure of Non PLU identifier "20" can be defined to use 6 digits for the product code and 4 digits for the price.

To Program Non-PLU codes:

1. Select NON-CODE PLU from the P-MODE MENU to display the NON-CODE PLU PROGRAMMING screen.
2. Choose one of the non-PLU identifiers ("02" or "20" through "29").



3. The NON-PLU# PROGRAMMING screen displays for the identifier you have chosen to program.
4. Use the table below as a reference in filling the fields of this screen.
5. Press **ESC** to return to the NON-CODE PLU PROGRAMMING screen.

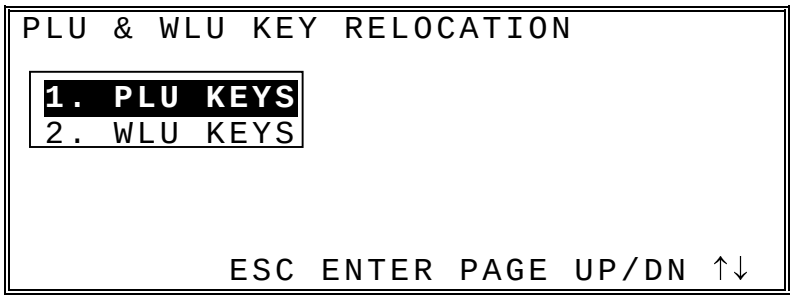

NON-PLU# 1 (PLU#02) PROGRA
LENGTH OF FIELD 1(=PLU CODE) 0
LENGTH OF FIELD 2 0
CONTENT OF FIELD 2 PRICE
USE PRICE CHECK DIGIT? N
TAB OR DEC. POINT OF FIELD 2 0
ESC Y/N ENTER PAGE UP/DN ↑↓→←

NON-PLU Code Program Notes

FIELD	Notes
LENGTH OF FIELD 1	Assign the length of the product code field. (The length of field 1 plus field 2 must equal 10.)
LENGTH OF FIELD 2	Assign the length of the price/weight/quantity field. (The length of field 1 plus field 2 must equal 10.)
CONTENT OF FIELD 2	Select the type of content for field 2: price, weight or quantity.
USE PRICE CHECK DIGIT	Select "Y" if the price field includes a check digit.
TAB OR DECIMAL POINT OF FIELD 2	Enter the decimal point position for the price/weight/quantity field.

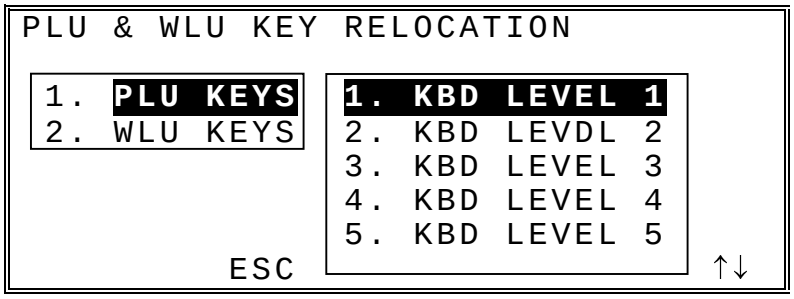
PLU & WLU Key Assignment

1. Select PLU & WLU KEY ASSIGNMENT from the P-MODE PROGRAMMING MENU to display the PLU & WLU KEY ASSIGNMENT screen.



2. Press a numeric digit (1-2) or use the ↑ or ↓ keys to move the cursor to PLU KEYS or WLU KEYS, then press **ENTER** to indicate whether you wish to program a PLU or WLU.

3. A pop up window displays the keyboard level selection. Select the keyboard level you wish to program, press **ENTER**.



PLU Key Assignment

This process assigns the PLU number that is registered when a PLU key is operated.

1. Press any PLU key to read and/or change the current assignment, or press **ESC** to exit.

```
PLU KEY RELOCATION PROGRAMMING
 KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR
  CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT
```

2. Type the PLU number you wish to be located at this PLU key position. Press **ENTER** to assign the number, or press **ESC** to exit without changing the current assignment.

```
PLU KEY RELOCATION PROGRAM
KBD LEVEL : 1   KEY POS. :   1
CURRENT PLU# 0000000000001
             PLU1
```

3. The old and new assignments for the key you have just programmed display. Continue to program PLU key locations as necessary by pressing another key.

```
PLU KEY RELOCATION PROGRAMMING
 KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR
  CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT
KEY POSITION  1:
 OLD=PLU# 000000000001
 NEW=PLU# 000000000002
```

4. Press **ESC** to exit. At the prompt: EXIT? [Y] press **ENTER**.
5. At the prompt: SAVE KEY RELOCATION? [Y] press **ENTER**, or press the **Y/N** key, then press **ENTER** to exit without saving changes.

WLU Key Assignment

This process assigns the WLU number that is displayed when a WLU key is operated.

1. Press any WLU key to read and/or change the current assignment, or press **ESC** to exit.

```
WLU KEY RELOCATION PROGRAMMING
 KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR
  CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT
```

2. Type the WLU number you wish to be located at this WLU key position. Press **ENTER** to assign the number, or press **ESC** to exit without changing the current assignment.

```
WLU KEY RELOCATION PROGRAM
KBD LEVEL : 1   KEY POS. :   1
CURRENT WLU#:            001 WLU#




                         ESC ENTER
```

3. The old and new assignments for the key you have just programmed display. Continue to program WLU key locations as necessary by pressing another key.

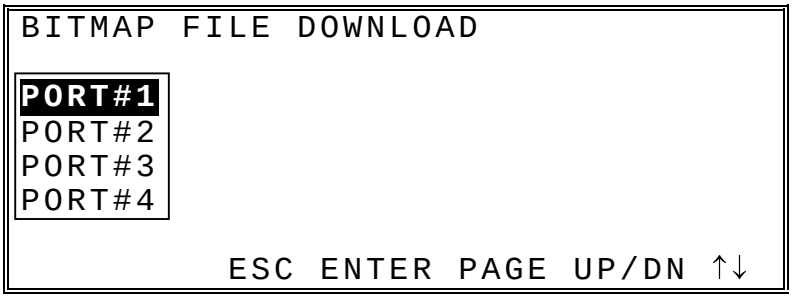
```
WLU KEY ASSIGNMENT PROGRAMMING
 KEYBOARD LEVEL 1
• PRESS ANY KEY TO READ AND/OR
  CHANGE CURRENT ASSIGNMENT
• PRESS ESC TO EXIT
KEY POSITION  13:
 OLD=WLU# 01 WLU#1
 NEW=WLU# 02 WLU#2
```

4. Press **ESC** to exit. At the prompt: EXIT? [Y] press **ENTER**.
5. At the prompt: SAVE KEY RELOCATION? [Y] press **ENTER**, or press the **Y/N** key, then press ENTER to exit without saving changes.

Bitmap File Download

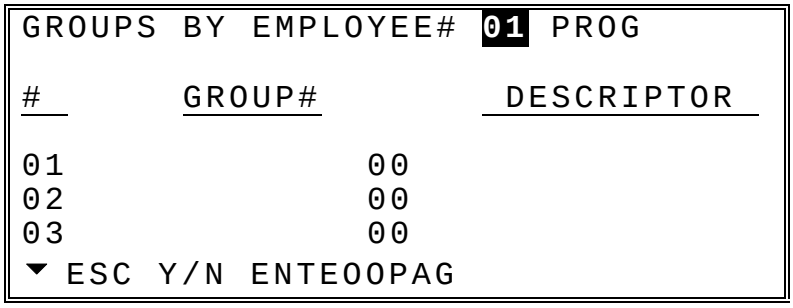
If you are printing a bitmap image on a printer (use must be using a printer with bitmap image capability) you can send the bitmap to the printer using this program.

1. Select BITMAP FILE DOWNLOAD from the P-MODE PROGRAMMING MENU to display the BITMAP FILE DOWNLOAD Screen.
2. Press the ↑ ↓ keys to select the port the appropriate printer is connected to and press **ENTER** to download the image



Groups By Employee

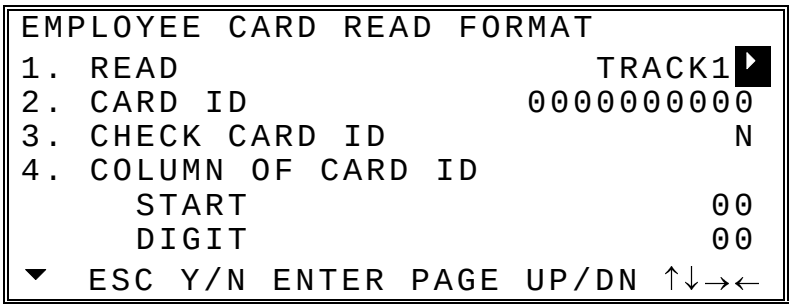
If you choose to use groups by employee (see "Memory Allocation" on page 34) you can select which of the 99 available groups are reported for each employee. For example, you may wish to report only food related groups for servers and beverage related groups for bartenders.

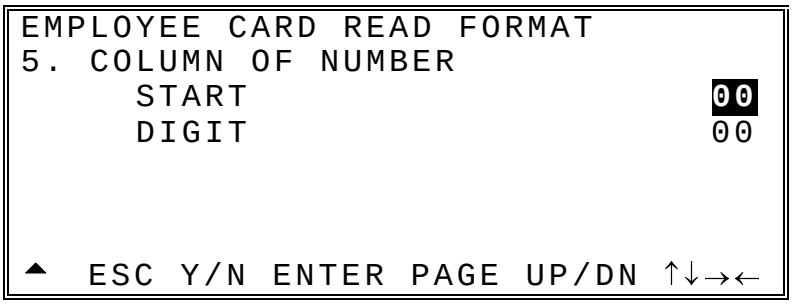


1. Select GROUPS BY EMPLOYEE from the P-MODE PROGRAMMING MENU to display the GROUPS BY EMPLOYEE Screen.
2. Type the EMPLOYEE number and press **ENTER**, or press **PAGE UP** or **PAGE DN** to scroll to the Employee you wish to program.
3. Press the ↓ to advance the cursor to the GROUP# field for group #01.
4. Type the number of the group you wish to report, press **ENTER**. The descriptor for the group will automatically fill the DESCRIPTOR field.
5. Continue to program group selections for up to 30 possible reporting groups. Press **PAGE UP** or **PAGE DN** as necessary to view all 30 groups.
6. Press **ESC** to exit the GROUPS BY EMPLOYEE program screen

Employee Card Read Format

1. Select EMPLOYEE CARD READ FORMAT from the P-MODE PROGRAMMING MENU to display the EMPLOYEE CARD READ FORMAT Screen.





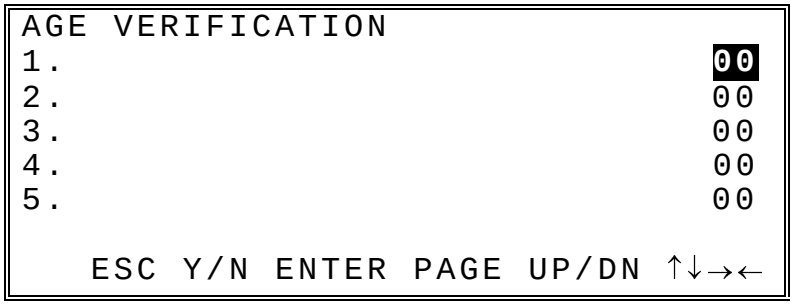
Employee Card Read Format Program Notes

FIELD	Notes
READ	Set to the Track (1 or 2) that you wish to read.
CARD ID	If ID numbers are to be used, enter the ID number (up to 10 digits) from the magnetic cards that will be accepted. If ID numbers are not to be used, ignore this field.
CHECK CARD ID?	Enter Y to use card ID numbers, or N if you do not wish to use card ID numbers.
COLUMN OF CARD ID	Enter the number of the column that the Card ID starts.
CARD ID DIGITS	Enter the number of digits to be read for the Card ID.
COLUMN OF NUMBER	Enter the number of the column that the Card number starts.
CARD NUMBER DIGITS	Enter the number of digits to be read for the Card number.

Age Verification

Sale of age-restricted items (i.e. alcohol, tobacco) can be controlled at the point of sale by forcing to operator to enter a date of birth before a controlled item can be registered. Because you may wish to use this feature for items controlled at a different age (i.e. alcohol may be allowed at age 21 and tobacco may be allowed at age 18), up to five different ages can be entered here. The age category (1-5) is entered at the appropriate PLU Status group program.

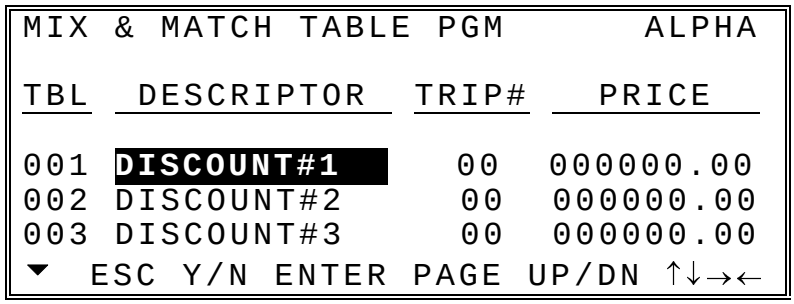
1. Select AGE VERIFICATION from the P-MODE PROGRAMMING MENU to display the AGE VERIFICATION Screen.
2. Type an age for the first age category, press **ENTER**.
3. If necessary enter ages for the remaining age categories.
4. Press **ESC** to return to the P-MODE MENU.

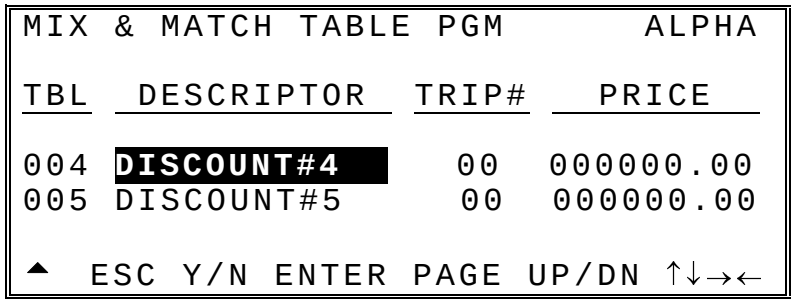


Mix & Match Table

Retailers often offer discounts when multiples of different items are purchased. For example, the offer: “save $5 on any three bottles of wine” can be handled by a mix and match discount. The default S*ER-7000* can accommodate up to 5 different mix and match discounts, the total can be increased through memory allocation.

1. Select MIX & MATCH TABLE from the P-MODE PROGRAMMING MENU to display the MIX & MATCH TABLE Screen.
2. Enter a descriptor, trip# and price for each table, press **ENTER**.
3. If necessary data for additional discount tables.
4. Press **ESC** to return to the P-MODE MENU.


MIX & MATCH TABLE PGM ALPHA
TBL DESCRIPTOR TRIP# PRICE
001 DISCOUNT#1 00 000000.00
002 DISCOUNT#2 00 000000.00
003 DISCOUNT#3 00 000000.00
ESC Y/N ENTER PAGE UP/DN ↑↓→←


MIX & MATCH TABLE PGM ALPHA
TBL DESCRIPTOR TRIP# PRICE
004 DISCOUNT#4 00 000000.00
005 DISCOUNT#5 00 000000.00
ESC Y/N ENTER PAGE UP/DN ↑↓→←

Mix & Match Discount Program Notes

FIELD	Notes
TRIP#	Trip# is s the number of items that must be purchased to receive the discount.
PRICE	Price is the amount of the discount.

Appendices

Register Communications Ports

Standard Ports

PORT	CONNECTOR TYPE
ETHERNET	Standard RJ45/8 wire
SERIAL #1	PC type DB9/male
SERIAL #2	Standard RJ45/8 wire
SERIAL #3	Standard RJ45/8 wire
DRAWER 2	Standard RJ45/6 wire

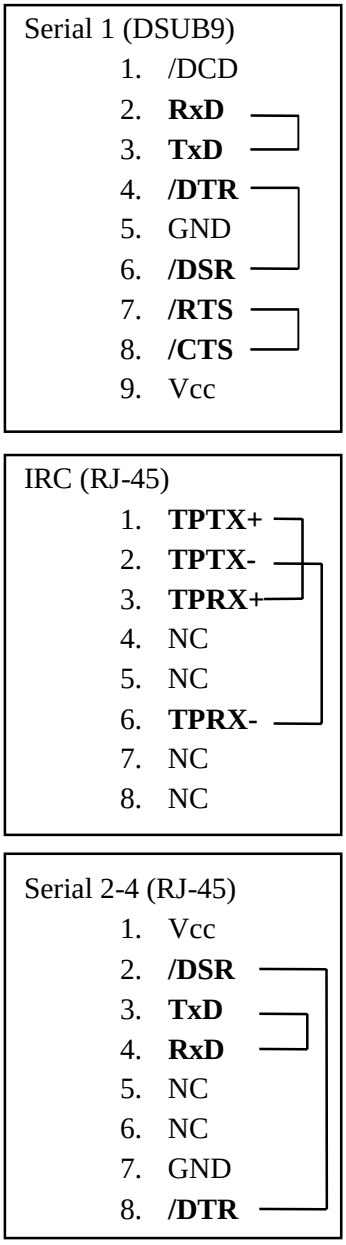
Optional Ports

PORT	CONNECTOR TYPE
SERIAL #4	Standard RJ45/8 wire

Pin Descriptions

	SIGNALS							
PIN#	**Serial Port 1**	**Serial Port 2**	**Serial Port 3**	**Serial Port 4~7**	**IRC Port**	**Drawer Port 1**	**Drawer Port 2**	**Drawer Port 3**
1	/DCD	NC	Vcc	NC	TPTx+	FGND	FGND	FGND
2	RxD	RxD	/DSR	/DSR	TPTx-	Solenoid(-)	Solenoid(-)	Solenoid(-)
3	TxD	TxD	TxD	TxD	TPRx+	COMP1	COMP2	COMP3
4	/DTR	/DTR	RxD	RxD	NC	24V	24V	24V
5	GND	GND	NC	NC	NC	Solenoid(-)	Solenoid(-)	Solenoid(-)
6	/DSR	/DSR	NC	NC	TPRx-	GND	GND	GND
7	/RTS	/RTS	GND	GND	NC	**RJ-11 (Modular 6Pin)**		
8	/CTS	/CTS	/DTR	/DTR	NC			
9	Vcc	Vcc	**RJ-45 (Modular 8Pin)**					
CONN.	**D-SUB9(Male)**							

Loop Back Connections



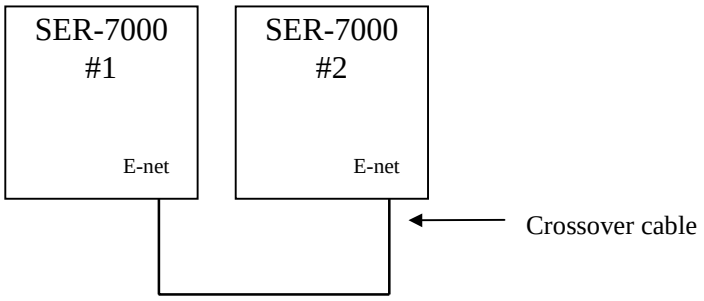
System Configurations

Inter Register Communications

Each SER-7000 includes a standard Ethernet communications port. This port is used for all register-to-register communications. Except for 2-registers configurations, registers are linked by connecting each register to an Ethernet hub.

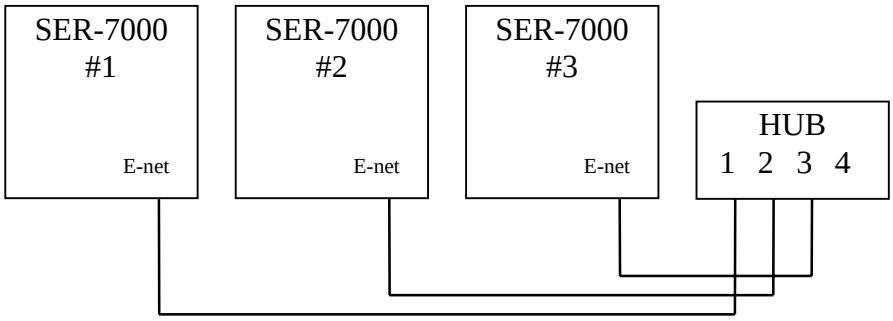
2-Register Configuration

Two registers can be connected without a hub by a special cable. See "Crossover Cable" on the following page for cable construction.



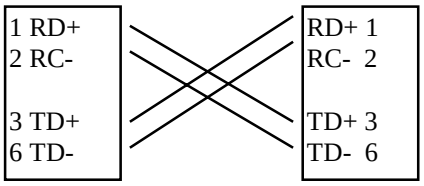
3 or More Register Configurations

For example, a 3-register installation might look like this:



Contact your SAM4S sales representative to order the appropriate Ethernet hubs. Hubs will be stocked in 5 port and 8 port configurations.

Crossover Cable



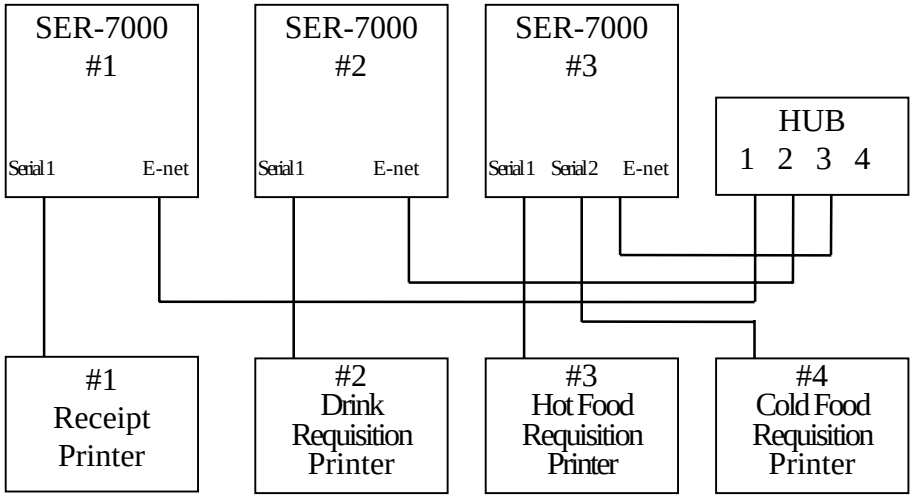
Ethernet Specifications

More information to be supplied at a later time.

Hub Speed 10 Mbps (10 million bits per second)

Requisition Printers

Requisitions can be directed from any register to any printer in the system. For example, at a food service counter with 3 registers and three preparation areas, registers and printers might be connected in a system as in the diagram below:



Within this system, printing instructions from any of the registers can be directed to the appropriate printer, for example:

- All registers direct receipts to printer #1.
- All registers direct drink items to printer #2
- All registers direct hot food items to printer #3
- All registers direct cold food items to printer #4

Notes for the Programmer:

- **Use P-Mode program #1 "PLU", to assign a PLU to a PLU Status Group.**
- **Use P-Mode program #2 "PLU Status Group" options #30 to enable printing on kitchen printer and option #31 to assign status groups to KP#'s.**
- **Use P-Mode program #12 "Printer Tables & KV Routing", selection #3 "Kitchen Printer Routing" assign KP#'s to printers.**
- **Use P-Mode program #12 "Printer Tables & KV Routing", selection #1 "System Printer Configuration" assign printers to specific ports on registers within the system.**

Glossary of Terms

Activity Count

The activity counter keeps track of the number of times an entry is made on a PLU, or function key.

Add Check

The Add Check function is used to add multiple guest checks (tracking balances or soft checks) for payment together. (Use Tray Subtotal to add separate transactions when you are not tracking balances.)

Alpha Keyboard Overlay

The alpha keyboard overlay represents a new set of functions and characters for each key on the keyboard. When you are programming a field that requires alphanumeric entries, the keyboard automatically shifts into the alpha keyboard so that you can simply type the message or descriptor you wish to program. An overlay legend sheet is provided to place on the keyboard while you are programming.

Audaction

Refers to the total of all sales ending in a negative balance.

Authority Levels

Each employee must be assigned to one of nine authority levels. Each of the levels is set up to determine the operations that are allowed for each employee.

For example, in a restaurant an authority level with the descriptor kitchen help could be set to allow only clocking in/out, or an authority level with the descriptor owner could be set up to allow all functions. Other authority levels could be defined for servers, cashiers and managers that allow only the appropriate functions.

Auto Grill

Use the Auto Grill option to send items individual items to the designated kitchen printer. Items are sent with a one-item delay (at the next item or at subtotal.)

Auto Scale

Registrations of PLUs with auto scale status will automatically multiply by the weight placed upon a scale connected to the register. Use for items such as produce that are always sold by weight.

Auto Tare

With auto tare status assigned, a preprogrammed tare weight will automatically subtract from the weight from the scale.

Bitmap File

The bitmap file is an image, i.e. a logo that can be printed on a receipt or guest check. The bitmap file is downloaded to the SER-7000 from a PC, and then downloaded to the memory of the appropriate printer.

Canadian Donut Law

Refers to special Provincial or State sales tax laws that change the taxable status of an item depending upon the quantity sold. Donuts, for example, might be taxable when sold individually at a bakery. However, if a customer purchases a dozen, the food sale is considered non-taxable.

Cancel

Press the CANCEL function to abort a transaction in progress. All current items are removed (voided).

Check Cash

Use the CHECK CASH function to exchange a check for cash outside of a sale.

Check Endorse

If compulsory check endorsement is set with the CHECK key, use the CHECK ENDORSE function to print the endorsement message after a check is inserted into the appropriate printer.

Compulsory

When an operation is programmed compulsory, a function (i.e. Non-add number entry) must be performed in order to complete the operation.

Condiment

Condiments PLUs are different from non-condiment PLUs in the manner they display and print during operations. Non-condiment PLUs are used for "main" items. Condiment items

are indented and displayed/printed below a main item so that condiments or cooking instructions are easily understood for each "main" item.

Continue

Use the Continue function to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.

Currency Conversion

Use one of the 5 available currency conversion functions to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing a CURR CONV key. Change is calculated and issued in home currency.

Custom Report

One custom report can be created, with up to 50 totals and counters. The report is built by selecting totals that also appear on either the financial or sales by time period reports. When the custom report is created, totals and counters separate from the original report are also created (in other words, you can clear either the custom independently without affecting totals in any other report.)

Another feature of the custom report is the ability to add or subtract selected totals to create a new subtotal of selected information.

Default Program

The original program installed in the *ER-550*. The register has a default program, which makes it operational after a RAM clear. Nearly all option, rate, and status programs are set to zero as the default condition.

Destination

Refers to the destination for the sale i.e. eat-in, take out, drive thru.

Discount (Item)

An item discount (coupon or %) subtracts an amount or percentage from the price of an item. This subtraction nets the Department or PLU total.

Discount (Sale)

A sale discount (coupon or %) subtracts an amount or percentage from the entire sale.

Electronic Journal

The electronic journal is an area of memory designated to keep a sales journal. The electronic journal can be printed, if necessary, to provide a traditional record of all register activity.

Error Condition

An error condition signals that an incorrect operation has occurred. It is identified by an audible tone and an error descriptor appearing on the display.

Error Correct

An error correct operation voids the last item entered, it must be used within a sale.

Food Stamps

In the United States, Food Stamps may be used to purchase eligible food items at food stores that participate in the program. The SER-7000 can assist a retailer in handling food stamp transactions by sorting food stamp and non-food stamp eligible items within each sale and tracking food stamp payments for eligible items.

Gallonage

Gallonage is a status that can be assigned to a PLU. Gallonage PLUs accept a price, but print both the price and the quantity of gallons sold. The quantity of gallons is computed from the price per gallon, which is set as the preset price.

Groups

Groups are totals that collect information from designated PLUs. For example all PLU dessert items could collect in a group total called "desserts". You can send each PLU to up to three groups. The first group is designated in PLU programming, the second and third groups are designated in PLU Status Group programming.

HALO

The high amount lock-out (HALO) limits the amount allowed to be entered in a PLU, or function key.

Ingredient Inventory

A menu-explosion type inventory system is set up when PLUs are linked to a recipe number. The X-MODE MANAGER MENU provides functions to receive, transfer in/out, or enter raw waste for ingredients used in the recipe system.

Initial Clear

The initial clear function allows you to exit any register activity and return to a beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

IRC

Inter Register Communications (IRC) is the term used to describe communications within a network of registers. Information exchanged between registers includes check information for posting to guest check, information to be printed or displayed at printers or videos, and sales information for consolidated reporting.

The SER-7000 uses ETHERNET at 10Mbps for IRC.

Job Codes

Job codes are used to break down the hours worked for all employees into different categories (See "Labor Groups" report in the Operation Manual.) A breakdown of hours by job is also reported for each employee (See "Time Keeping" reports in the Operation Manual.)

Keyboard Level

Each keyboard level is a separately defined set of keyboard functions for each key on the keyboard. For example, separate levels might be required for different lunch/dinner menus. Or, within a restaurant different keyboards might be set up for pre-check, bar and/or cashier stations. Each register might contain the functions for each station on a separate level, so that any register could function at any station by simply changing keyboard levels and key legend sheets.

The SER-7000 has five keyboard levels.

Link PLU

If you wish the registration a PLU to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically in the LINK PLU field of the appropriate PLU Status Group.

Macro

Macros record key sequences for later execution. Up to 40 macros may be recorded and executed by pressing a function key or by entering the appropriate macro number and pressing a function key.

Memo PLUs

Use Memo PLUs to display a descriptor on the screen or print a descriptor at a printer. Memo PLUs do not add to any total in the SER-7000.

Memory Allocation

Memory allocation is a program that determines how the system memory is divided to provide the correct features for your application. For example, you may require more or less employee memory, PLUs, or reporting. Memory allocation allows you to maximize the features you need while minimizing the features you do not need.

Modifier

Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9). More than one modifier key can be pressed in succession to alter the PLU code.

No Sale

No sale is an operation to simply open the cash drawer.

NON-PLU Code

The NON-PLU Code program must be set if you wish to scan UPCs (using the EAN 13 code) with embedded prices, weights or quantities.

Within the EAN 13 code, the first two digits (part a) are used as an identifier and the last digit (part c) is used as a check digit. The remaining 10 digits (part b) contain the product code and the price (or weight or quantity).

Override

Override is an operation used to bypass a programmed price or HALO.

Password

A four-digit password can be set to control access to reports. Different passwords can be set for X and Z1, Z2 etc. reports.

A system password can be set to allow service access to all of the functions of the *SER-7000*. For example, use the system password if you are servicing a users system and you do not know an employee code that allows you to access necessary functions, or if authority level programming prohibits you from accessing functions you need to access in order to complete your tasks.

Piece Count

The piece count is the value assigned to a PLU item that represents the number of unit pieces sold when the PLU is registered. For example, the number of pieces of chicken can be counted when a chicken dinner is sold. The number of units set as the piece count will be reflected in product mix reporting.

PLU Status Link

Also referred to as PLU Status Group. The status link # contains the many of the configurable options for a PLU.

PLUs

Price look-ups (PLUs) are used to register items. PLUs can be fixed keys on the keyboard or they can be accessed by indexing a code number and pressing the PLU key. PLUs can be

programmed with a preset or open price. PLUs record their own activity count and dollar total on any of the PLU reports.

Post Tendering

The Post Tendering feature allows the operator to use the register to compute change on cash transactions after the sale has been finalized.

To calculate change due after finalizing the sale, enter the cash amount presented by the customer and then press **CASH**. The amount of change due the customer is then displayed, and the cash drawer may open.

This is a calculation function only, and no totals or counters are updated by the use of this feature.

Price Level

Prices may be assigned at up to five different price levels for each item. One of up to 20 price level keys is identified for each different PLU price.

Product Mix Groups/Product Mix Reporting

Product Mix Groups can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.)

Product mix groups also report usage by time period and optional Product Projections reporting is also available. The Product Projection report provides a history of each item's sales by day of week.

Promo

The PROMO operation allows items to be sold without cost, i.e. buy two, and get one free. PROMO activity will remove the item cost from the sale, but the sales count will include the promo item.

Receipt

A receipt is a printed tape given to a customer as a record of the sale transaction.

Recipe

A menu-explosion type inventory system is set up when PLUs are assigned to a recipe number.

Register Number

The register number is a programmable number, which prints on the receipt and journal tapes. It identifies the electronic cash register the sale or report was performed on.

Stay-Down

When a function is programmed as a stay-down function, it is valid until changed. For example, a stay-down clerk remains signed on until either signed off, or another clerk is signed on.

Stock PLU

Stock PLUs track the quantity of the PLU item in stock. Each time the PLU is registered, a whole unit subtracts from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained increments to the second decimal position, i.e. "X.XX".)

Super Macro

The super macro records transaction keystrokes, including key position changes. The size of the super macro, in keystrokes, is set in memory allocation (see "Memory Allocation" on page 37.) When the super macro memory is full, the most recent entries will be added and the oldest discarded. Use the super macro as a troubleshooting tool.

Surcharge (Item)

An item percent surcharge adds a percentage to the price of an item. This addition nets the PLU total.

Surcharge (Sale)

A sale percent surcharge adds a percentage to the entire sale.

Tare Weight

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale.

Tax Except

Tax except is used to exclude the tax from an entire sale.

Tax Shift

Tax shift keys are used to reverse the tax status of a PLU entry.

Tender

The method of register operation in which payment is made and the transaction is finalized.

Transaction Number

A count appears at the bottom of each receipt and after each transaction on the journal tape. This count increases by one with each transaction, report, or scan.

Void

A void operation will erase a previous item entry. It must be used inside of a sale only.

Waste

The Waste function is used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.

WLU

WLU stands for Window Look Up. A WLU pops up and displays a list of items on the operator screen. Three types of items that can be found on a Window Look-Up (WLU): condiments, functions, and PLUs.

Typically, a WLU is used to display a list of instructions or choices associated with an item. A WLU can be linked to a subsequent WLU in order to prompt an operator through a sequence of selections. The default capacity of each WLU is 28 items; the maximum capacity is 50 items.

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